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POKÉMON WORLD

ISSUE 83

BRAND NEW DS GAME!

POKÉMON RANGER: SHADOWS OF ALMIA

EXCLUSIVE REVIEW!

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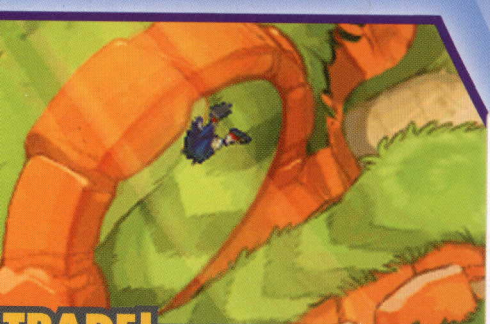

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Boo! Ha, I bet that scared you! Happy Halloween Pokémon World readers, or if you're reading this after 31 October – Happy Bonfire Night! We've got a cool gift for you to take out when you're Trick Or Treating this year – a free deBlob Projection Torch with four caps so you can spook people with images of de Blob characters! Plus we have the final part of our giant 500 Pokémon poster on the front of this mag, too – hope you've stuck them together on your bedroom wall. Why not send us a photo to prove it? All that plus a new Pokémon DS game. Enjoy!

MEW'S NEWS
4 Hot news! Read all about the number one Pokémon book for Christmas and beyond – it's our Annual 2009!

POKÉCHAT
10 Find out what happened at the Woolworths Pokémon Live event in the Summer.

SHADOWS OF ALMIA
12 A *Pokémon Ranger* sequel packed with great new features and more of the same unique gameplay – cool!

VIDEOGAME REVIEWS
18 All the hot games coming to a game shop near you this month including a new Spongebob game!

EXPLORERS OF TIME
30 Were you lucky enough to get a free DVD of the new Mystery Dungeon movie from Woolworths?

POKÉDEX CARDS
35 18 new Pokédex cards to add to you ultimate Pokémon World Pokédex cards collection! box!

TRADING CARD GAME
40 Hints, tips and strategies on how to improve your Pokémon Trading Card Game skills.

CROSSWORD
49 Is your brain feeling clever? Well test it out with our *Pokémon Platinum* crossword puzzle.

Read all about this cool Mystery Dungeon DVD in our exclusive feature on page 30.

In the shops in November – a brand new Pokémon DS adventure. Read our review on page 12.

You'll already be playing with our de Blob Projector Torch – and there's a review and poster, too!

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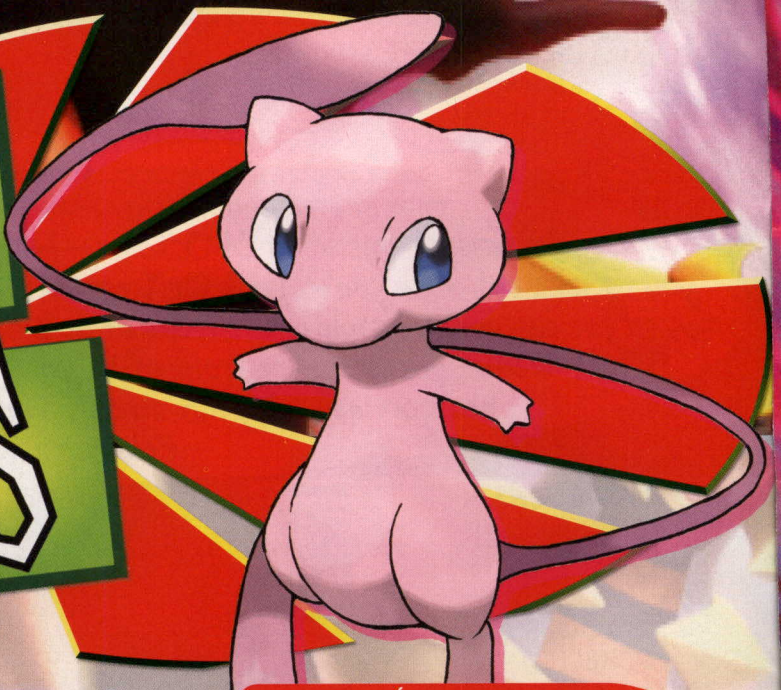
MEW'S NEWS



Platinum update!

WE'VE PLAYED IT!

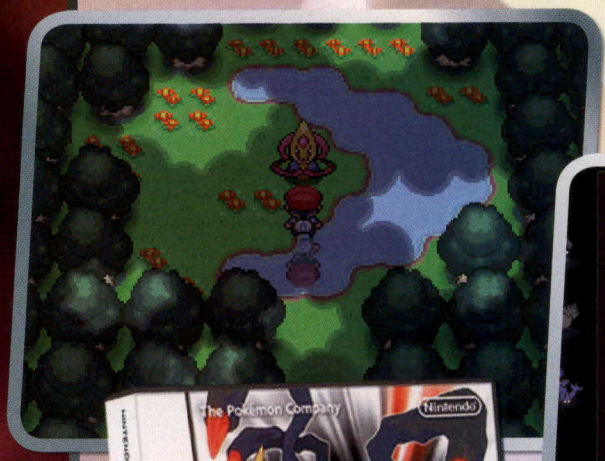
It's out now in Japan, but we guess most of our readers don't read the language, so here's a summary of the new things we've found out...

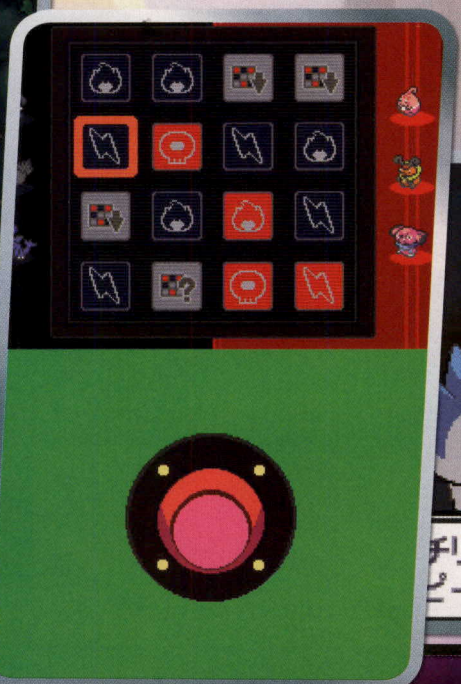
Well, the big surprise has been that those shadows we printed last issue turned out to all be Rotom in various forms. See the box across the page for the full lowdown on them. It's a bit disappointing for us as we were hoping for five new Pokémon!

The gyms of Sinnoh have all been enhanced to keep your interest, with lots of tricky puzzles added that you must complete to earn your badge. You can also have rematches with the Gym leaders by visiting a new café location later in the game where they are all at a higher level than before. You will also find other characters that you have teamed up with eating in the café!

The Sinnoh Pokédex has been updated with many Pokémon getting new numbers, and most of the characters you will battle (including the Elite Four) have changed the Pokémon they will use against you.

The Battle Frontier is what will make *Platinum* appeal to many Pokémon fans as three of the five facilities here are brand new. There's the Battle Roulette (pictured below) that randomly determines the outcome of a battle, there's the Battle Castle where your Pokémon won't get healed





NEW POKÉMON REVEALED...

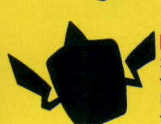
Exciting news, Nintendo in Japan has now revealed who those mysterious Pokémon shadows from last issue are – they are new forms of Rotom. They are activated by the use of a secret key that is obtained in Japan via the Wi-Fi connection. Take a look...

Wash Rotom
Select the Washing Machine to activate this Pokémon. It knows the attack Hydro Pump.

Cut Rotom
Select the Lawn Mower to activate this Pokémon. It knows the attack Leaf Storm.

Spin Rotom
Select the Fan to activate this Pokémon. It knows the attack Air Slash.

Heat Rotom
Select the Oven to activate this Pokémon. It knows the attack Overheat.



Frost Rotom
Select the Fridge to activate this Pokémon. It knows the attack Blizzard.

Diamond and Pearl championships

Top game players battled it out in Florida to be crowned champ!

Back on 16 August, 60 of the top Pokémon *Diamond* and *Pearl* game players from Japan and America travelled to Orlando in Florida to battle in the Pokémon Videogame Showdown 2008 finals. The junior division winner was Knight Silvayne, while the senior winner was Izuru Yoshimura. Brits weren't invited, which is a shame really. Why not run your own tournament?

Pokémon Video Game Showdown 2008

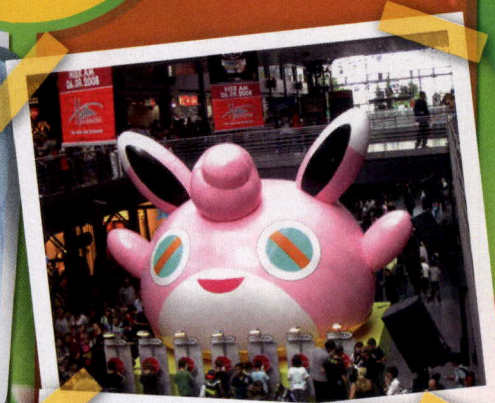
ON THE ROAD!

All the fun and games of Pokémon Day!

Pokémon fans rejoice as cool Pokémon roadshow is a big hit in Berlin, Germany...

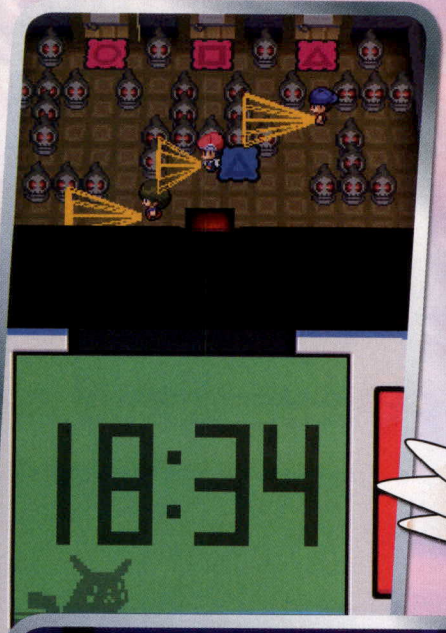
The Pokémon Day roadshow rolled up in Berlin on Saturday 6 September and it was a Pokémon spectacle to behold! 6,000 fans queued up to get their hands on the exclusive Darkrai download, try their luck at new the *Mystery Dungeon* games on the special Pokémon bus and play a game of Trading Cards.

The roadshow is still going on with dates scheduled through to November, so if you're off to Germany don't forget to get your Pokémon fix while you're there!



MORE NEW CHARACTERS...

Hey! Look at these guys and gals, they're all new characters from *Pokémon Platinum*. The big guy on the right is called Pluto, he's a commander of Team Galactic and you will see more of him once you enter the thrilling Torn World!



NUMBER OF POKÉMON IN THIS ISSUE: 87

if harmed, and then there's the Battle Stage where you only get to choose one Pokémon to take you right through. To finish off, the Battle Factory and the Battle Tower make their returns. So if you're a fan of battling, *Platinum* is going to get you very excited!

There are also lots of events and happenings that trigger when you are playing at certain times of day. For example, in the Great Marsh you will have to visit at set times to catch certain Pokémon. This is quite similar to the Safari Zone that you might have played before. Looking for new Pokémon? Well, there are many Pokémon that now appear in the wild that didn't before, and then there are new forms of already existing Pokémon – the new Rotoms, the Sky form of Shaymin and Origin form of Giratina.

Then there's the one completely new section of the game – the Torn World! It's a weird 3D landscape full of platforms that travel in all directions. There are no wild Pokémon or items to worry about, you've just got to find your way through. Reach the end and a battle with a level 47 Giratina in Origin form is your reward! Great stuff!

WEB ADDRESS

www.pokemon.co.jp/special/platinum

On TV in America...

Just gone out on American TV is an episode called 'A Full Course Tag Battle'...

Ash and his company of Pokémon nuts are nearing Lake Valor when they meet up with their old mate May. She has travelled to Sinnoh to compete in the Wallace Cup, because the prize is a ribbon that can be used anywhere. They all visit the nearby Grand Lake Hotel for what they think is a complimentary full course meal before the cup begins. But there's a snag – it turns out that the meal is only free for the winners of a tag battle.

Ash and Brock decide that they will make up a tag team and May and Dawn do the same, all eager to get their meal without paying! Team Rocket aren't too far away when there's food about, either. Who will win the battle and help themselves to the all-you-can-eat buffet? Well, there's only one way to find out...

Pokémon GTS Global Trade Station

Here's an update of what's hot and what's rubbish on GTS...

Surely you've visited the Pokémon Global Trade Station by now? It's the place to be if you want to find a rare Pokémon for your collection, or if you just want to find out which Pokémon are the most popular in trading circles right now. Of course, if you don't have the internet at home, or just can't be bothered to get up, we've created this summary of what's hot and what's rubbish on the GTS this month, enjoy...

Top 5 Pokémon traded on the GTS...

1. Palkia
2. Dialga
3. Turtwig
4. Giratina
5. Chimchar

Bottom 5 Pokémon out of 50...

46. Zapdos
47. Metagross
48. Mesprit
49. Heracross
50. Heatran

ONLINE POKEMON TRADING!

No. of Pokémon deposited on the GTS...

121,784

WEB ADDRESS
www.pokemon-gts.net

Pokémon Diamond Version Pearl Version Character Profile

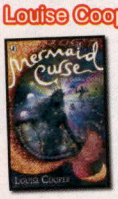
Byron

This guy isn't a gardener, he's Roark's dad and a Gym Leader from Canalave City's Gym. He loves to battle using Steel Pokémon, and if you manage to defeat him he will reward you with both the Mine Badge and the ability to use Strength outside of battle. He is thought to live in the cabin on Iron Island as he disappears there after the Elite Four. He'll give you a Metal Coat, too!

Down the book shop

Want to disappear into a good book? Take a look at these from Puffin...

Mermaid Curse: The Golden Circlet
Louise Cooper

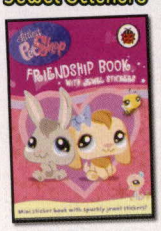


Lizzy Baxter's life is turned upside down when she moves to Cornwall. She discovers she has a long-lost brother and their mother is a mermaid. The underwater world is ruled by an evil mermaid queen, Taran!

Loamhedge
Brian Jacques

This is the sixteenth book in the *Redwall* fantasy series that introduces young readers to a cast of furry friends and enemies and an epic tale set around an ancient abbey. With characters like Braggon the otter and Sarobando the squirrel, you know you're not in for a regular story with this series, and Brian Jacques has been writing these for so long that he knows exactly what his young readers expect. If you're ten or older then you really should seek this book out and lose yourself in *Loamhedge*!

Littlest Pet Shop: Friendship Book With Jewel Stickers



Discover the amazing world of the *Littlest Pet Shop* with this beautiful sticker book, filled with cute little stickers of your favourite pets. Learn more about the characters and discover the wonderful world of friendship!

WEB ADDRESS
www.puffin.co.uk

Customise your PC with some Platinum wallpapers!

There are official wallpapers to be found if you just know where to click...

Point your web browser to the address below and you will uncover a batch of three brilliant new wallpaper images of *Pokémon Platinum* that will make your PC really look the business!

Although the website is in Japanese it is often worth taking the time to click about on these sites, trying out different buttons to see what you can find. Many Japanese sites also encourage you to find items or click Pokémon to reach a total, then reward you with videos and wallpapers. You might not be able to read it all, but it's fun nonetheless!

DRESS UP YOUR PC!

WEB ADDRESS
www.pokemon.co.jp/special/platinum/special/index.html

Coming soon to a bedroom near you...

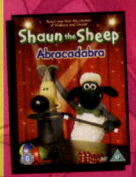
Horton Hears A Who!

Format DVD • **Publisher** 20th Century Fox
Rating PG • **Release date** 20 October

A brand new computer graphics version of a 1954 book by the crazy Dr Seuss, from the people who brought you *Ice Age*. This DVD is an absolute riot with voices by funnymen Jim Carrey and Steve Carell.

Shaun The Sheep – Abracadabra

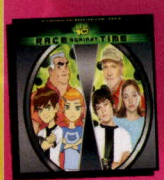
Format DVD • **Publisher** 2 Entertain Video
Rating U • **Release date** 20 October



Shaun The Sheep may look like it's just for little kids, but these Aardman animated shows are great fun for all ages. Follow the adventures of Shaun, Bitzer, Shirley and the flock in this new DVD with eight episodes.

Ben 10 – Race Against Time

Format DVD • **Publisher** Warner Home Video
Rating PG • **Release date** 27 October



Wow! It's the live action version of the famous Cartoon Network *Ben 10* series. Ben thought he was just the average ten-year-old until he found the Omnitrix and his life changed forever!

Tamagotchi Connection Corner Shop 3

Format Nintendo DS • **Publisher** Atari
Game type Mini-games • **Release date** 30 Oct

We all love 'em, so they keep on coming back for more! The third game in the quirky and addictive *Tamagotchi* DS series is coming out this month. Grab a copy!

Hello Kitty: Big City Dreams

Format Nintendo DS • **Publisher** Empire
Game type Arcade • **Release date** 31 October

We know that many of our Pokémon World readers are girls, so here's a game that you're going to love – Hello Kitty on DS. 16 mini-games plus lots of extras to explore!

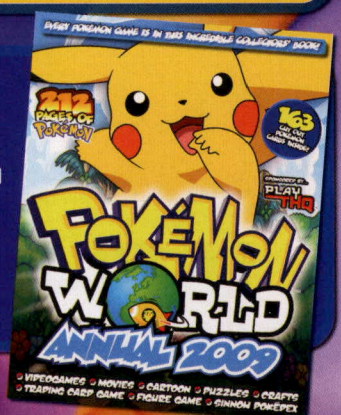
Banjo-Kazooie: Nuts & Bolts

Format Xbox 360 •
Publisher Microsoft
Game type Adventure •
Release 14 November

Once a Nintendo-only gaming duo, these two Rare dudes are now set to appear in a new game on the Xbox 360.

The No.1 Christmas book is here!

No Christmas list will be complete without this book on it – it's our *Annual 2009*, and it's a whopping 212 pages of the best of Pokémon World going back over a year. Packed with movies, games, puzzles, cards and monsters – it's the must-have book of the year! It's complete with 163 Pokémon cards to cut out and keep. Find your copy in WH Smiths for only £7.99!

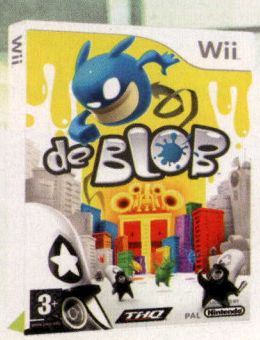


Pokémon World Character Close-up

The INKT Corporation has turned Chroma City into a grey place by sucking all the colour out of it!

This is Blob. His childhood dream was to become a famous artist in Chroma City

Blob must turn the city back into its former colourful glory by splashing paint about!

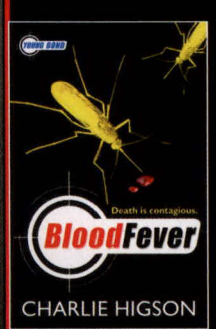


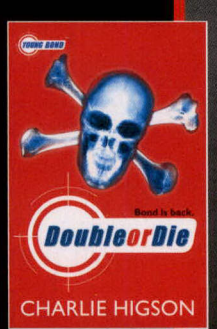
On sale now!

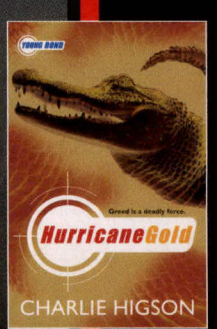
THE BRAND NEW YOUNG BOND™ ADVENTURE

LIFE FOR JAMES BOND WILL NEVER BE THE SAME AGAIN.

CHARLIE HIGSON







Have you got what it takes to join **THE SHADOW WAR** at **youngbond.com**?

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POKÉCHAT

POKÉMON FAN FICTION

Find The Cherubi! Evolution Crisis!

By Abby Yarwood, age 15, Rainford

"Pika Pika!" wailed Pikachu, while holding his stomach in distress.

"Pikachu is really hungry, you guys, he needs some Pokéblocks and fast," said Ash, while looking at his little yellow friend as he walked along.

"We'll be approaching Rustboro City soon. Just hold on okay, Pikachu?" replied May.

Ash and his friends were making their way down a long, dirty path leading to the wondrous city of Rustboro, where May was to be competing in her next Pokémon contest. Suddenly, Brock heard a sort of painful, crying sound, but not one of them could work out where it was coming from.

"Over there! Look!" Max pointed to a large boulder a short distance away. "I think it may be coming from over there."

"Okay, let's check it out!" yelled Ash as he rushed over to inspect the area.

Ash saw the large boulder with a stream running just behind it. "My PokéNav says this is where the Shellder are in the area," Max said, while he peered into the water.

"Slowpoke Slow," cried a voice.

"Hey! That's it! That's the crying sound we heard just then," declared May.

"I think you're right May – look over there, on the riverbank," said Ash, who then directed everyone's glances to a small bend in the river.

"It's a Slowpoke! He looks upset, let's go see what's bothering him," said May as the gang rushed over to the Slowpoke.

"Slowpoke... Slow," the Pokémon cried.

"The Slowpoke sounds really unhappy," said Ash.

"Why, though? What could be wrong?" he asked himself very quietly.

"I think I might have an idea," said Max who was still peering into the water, "this Shellder here also looks really tired and has the same painful cry as the Slowpoke."

"Shellder Shell," cried the water Pokémon.

"But what makes them both so tired?" puzzled Brock.

"I can fill you in on that if you like..." said a man who came bustling through the bushes just adjacent to the place where Max was kneeling.

"Whoa! Who are you?" exclaimed Max, jumping readily to his feet.

"My apologies. How rude of me," said the man, "I'm Bruno, I'm the area's park leader. These here Slowpoke and Shellder are always in this state."

Bruno was a tall, thin guy with black, spiky hair. He was wearing a light green tunic with knee-length trousers. He had a small brown backpack on his back and was wearing dirty walking boots. On his belt he had a small pair of binoculars. "You know that for a Slowpoke to evolve, it needs a Shellder to bite on its tail, right? Well, for some reason, no matter how many times this here Shellder leaps onto this Slowpoke's tail it just doesn't seem to work. They keep trying and trying but to no avail."

"But what's different about these two Pokémon compared to any other Slowpoke or Shellder?" asked Ash.

"I'm really not sure. I've seen them here before and nothing stood out to be unusual about either of them. I'm completely baffled by it myself," Bruno answered.

"This is awful, is there nothing we can do to help them?" asked May sincerely.

"I think there might be one way, but it's only a theory of mine," Bruno said.

"Please tell us. We want to help in any way we can!" Ash pleaded.

Bruno paced up and down with his hands in his pockets, muttering something to himself. He did this for about five minutes before he spun round back to face Ash and the others. "Okay. There is a type of Pokémon in Petalburg Forest just up ahead that creates nutrients used for evolution. If you can collect enough of theses nutrients and give them to these here Shellder and Slowpoke then I think it should help them to finally evolve. I would go myself but I'm always on duty, I just ain't got the time, I'm afraid."

"Awesome! Let's go guys!" yelled Ash and he sped off making his way very quickly down the path with Pikachu clinging for dear life on his shoulder. After about one hundred metres Ash stopped, turned around and shouted, "Umm... what Pokémon is it exactly?" Everyone just laughed. As soon as Ash had made his way back to the group, Bruno explained that the Pokémon they needed to find are called Cherubi. They look like little pink cherries and can be found in bushes and in trees if you give them a good shake.

"They are quite tricky to find, but if you try hard enough you should manage," he said. As soon as Bruno had finished his sentence, Ash was off again speeding down the path, but this time everyone followed him. Max complained of being tired after a while from all the running so they all decided to walk the rest of the way.

Soon the dirt and sand on the road had been completely submerged in tall grass and the gang found themselves at the entrance to a large wood-like area. "This must be it then. Petalburg Forest," said Brock. "The trees are renowned for being so big here."

"Awesome! These trees are HUGE!" exclaimed May. "Imagine what kinds of Pokémon we might find here," she said as she stared at the size of the immense trees in awe.

"Hopefully some Cherubi," laughed Ash who was also staring up at the trees.

"I guess we better head into the forest quickly to find the Cherubi, otherwise it will go dark and it will be much harder," Max said and he started walking into the forest. The gang agreed and followed.

The forest got darker and darker the deeper they went. The tree bark was a rich brown colour and the leaves were a bright emerald green, glistening above the ground. Ash and his friends decided to split the job. Ash, Pikachu and May checked any bushes they came across, while Brock and Max shook as many trees as they could.

After about an hour, the gang met up in a small clearing in the middle of the forest. Max rested on a large fallen tree trunk. Ash needed to catch his breath as he had been rushing about most of the day, although he was still searching about even then. May was feeding Pokémon food to her Munchlax and Blaziken and Ash's Pikachu, who enjoyed it very much after waiting so long for some food.

"Calm down Ash, you're gonna make yourself dizzy," said Brock who was looking at Ash as he dotted around the area searching for the Cherubi.

"We... have... to... keep... looking..." panted Ash, while he climbed a tall tree left of where May was.

"What are you doing, Ash? We've already checked all the trees nearby," asked Max.

"I'm gonna climb it so I can see further into the forest, I might catch a glimpse of some Cherubi," he answered.

When Ash reached the top he realised the actual size of the forest and just gasped. He realised that there is so much more area that needed to be searched and that it was getting darker and darker by the minute. When Ash had climbed down, he explained the situation to the group so they all decided to act quickly and resume the search. They searched and searched but still to no avail.

"You know this would be so much easier if there were more of us," stated Brock.

"That gives me an idea – our Pokémon can help us search!" Ash proclaimed.

"Yeah! Blaziken, Munchlax and Squirtle: Come on out!" shouted May.

"Geodude, Zubat: Lend us a hand!" Brock also shouted.

"Sceptile, Aipom, Swellow: I choose you!" yelled Ash and in a flash it was like an army had come together. The Pokémon all lined up and were ready for action immediately. "Okay guys! Let's go find us some Cherubi! Swellow, fly ahead of the group to get a better view." he said.

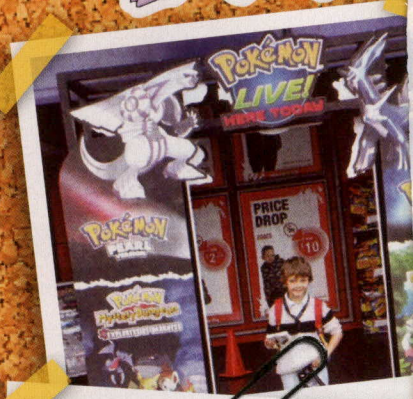
"Swellow!" cried the bird Pokémon as it flew up way over the branches and away it went. Ash and his friends, along with their Pokémon resumed the search straight away, searching new parts of the forest and even double-checking parts they had checked before, but still no Cherubi were found.

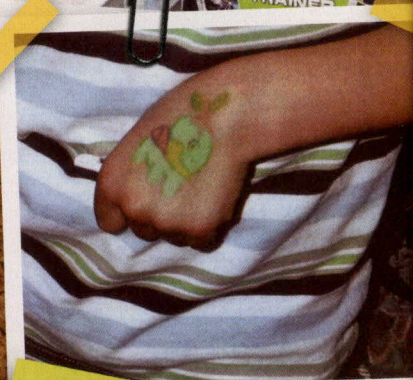
Ash searched around the clearing once again then he headed north to very edges of the forest, then when he was satisfied he had completely covered that area he moved onto the next without even a second thought. May's Munchlax was darting around the whole forest at great speed, but he couldn't find any of the Cherubi either. Max and Pikachu searched the forest floor and in the small bushes, with Pikachu using his nose to see if there were any scents he didn't recognise and Max using his PokéNav to scan the forest area for new Pokémon, but unfortunately all Pikachu could smell were the bluebells that hugged the bottom of the trees, but he kept trying anyway. Brock used Geodude to shake the trees with great force, while Zubat flew among the branches to see if any were set loose due to Geodude's shaking but still no Cherubi were found. Sceptile and Blaziken worked together to out down any large branches or move any objects that could restrict the gang from finding the Cherubi. It was a great team effort, but the gang soon agreed they had to stop because it was getting too dark in the forest for them to carry on any further.

"We have to camp out here tonight so we can resume the search as soon as the sun rises, giving us maximum time to find the Cherubi and help the Slowpoke and Shellder evolve," stated Ash.

"Right! Let's make camp in that clearing we rested in this afternoon," said Brock.

To be continued...



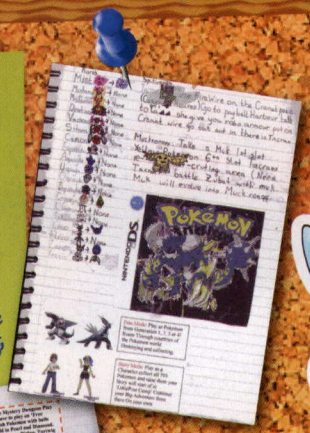


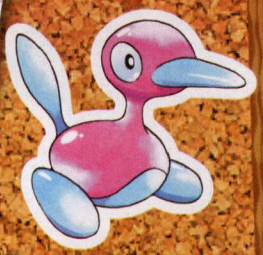
You asked for our stories about going to Pokémon events, well mine started with getting up at 6.30am on a wet Sunday morning to make sure that I had my breakfast and got dressed, because my mum and I had to catch a bus at 8 as I wanted to get there early! Once we got to Norwich we had to walk for about 15 minutes to Woolworths, and we got there at 9ish and were the first in line! We got there before the event people and saw all the stuff being unloaded. People started to arrive, but they were all adults! They were all talking about Pokémon and battling with each other. Mum and I got talking to them and one called James did a Pokémon swap with me as he had only bad thing about getting this data is that I can't start the game again as I will lose the info! When we got in I had my hand painted on her hand! We had lots of fun and I really enjoyed myself. I've enclosed some photos.

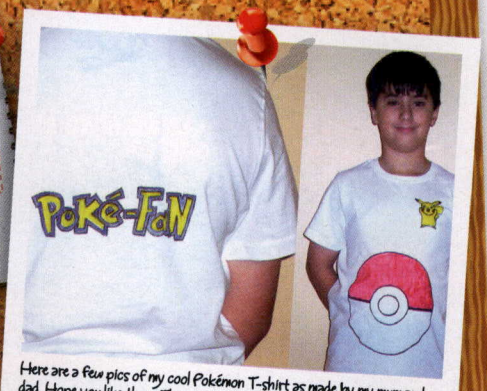
Thomas Lowe, age 8, Norwich

Dear Pokemon World,
Me and my brother are the world's biggest Pokémon fans and have always dreamed of being game designers. Here are some of our ideas for a game called Pokémon World! Hope you like them, until next time... see you later.
Ben + Jon Atkinson, via email

Wow, great stuff boys, we've printed some pages of your game design here for other Pokémon World readers to enjoy. We've also stored away your Pika-Pics entries and will use them in a future issue! Maybe when you've grown up and become real game designers, you can let us have an exclusive on your first release?







Here are a few pics of my cool Pokémon T-shirt as made by my mum and dad. Hope you like them. They made it especially for the Pokémon event in Bexley on 28 August, even though my dad said I was taking it too seriously! As if! Love the magazine and I'm a superfan of Pokémon.
Jack Gridley, via email

Pokémon World

PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl

FROM THE FORUM...

Swampert 22 says:
What is the biggest glitch you've ever encountered in Battle Revolution? Mine was when I sent out a Swampert and it came out as a Mudkip!

Mr.L says:
I chose my Arceus and it came out as a Bidoof.

Salmence says:
I used Flame Wheel on a Vileplume and it said 'not very effective'.

TR Jessie says:
I sent out my Azelf (caught in cherish ball) and when I called it back, it went into a Pokéball. But then, I sent it out again and it was in a cherish ball!

SkittyOnNailord+ says:
I picked up a Liechi Berry from PBR, but instead of only getting one I got 31. It was strange indeed.

BadIntent says:
Now if only you could find out exactly why that happened... cause I wouldn't mine replicating that glitch!

JOIN IN THE CHAT AT WWW. SEREBII. NET

What is Pikachu's favourite sugary breakfast?
Shock-Tarts!
From Lucas Roberts, age 9

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
or email...
pokemonworld@imagine-publishing.co.uk

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Pokémon Ranger: Shadows of Almia

Format Nintendo DS •
Price $29.99 (USA import)
Publisher Nintendo •
Game type RPG
Release 10 November •
Info More *Ranger* fun on your DS!

We're so excited about the release of *Shadows Of Almia* in the USA that we just had to grab a copy on import and review it for you...

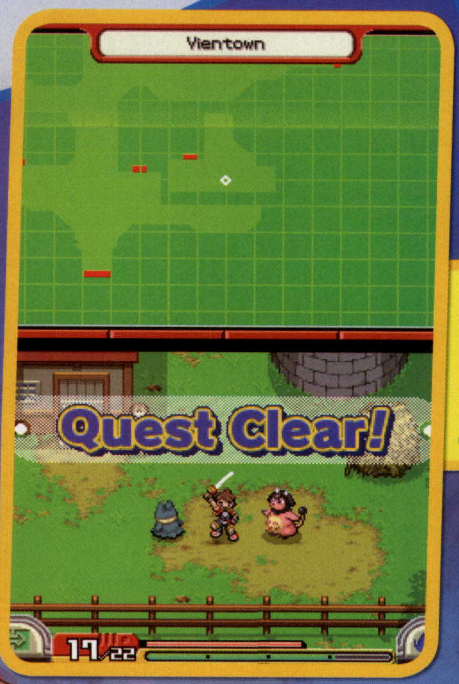
Playing Pokémon might really be all about the epic role-playing games like *Diamond*, *Pearl* and *Platinum*, but the quirky spin-off games like the *Ranger* and *Mystery Dungeon* series always make an exciting aside that is welcomed by all *Pokémon* gaming fans. In *Shadows Of Almia* we find ourselves in the region of Almia, starting out as a student in a Ranger School. A few tasks later and we soon graduate and the fun really begins!

The game keeps the basic style of gameplay from the original *Pokémon Ranger* intact, but it also introduces a bunch of little changes that generally improve the balance of play. You still capture monsters in the wild by drawing circles around them, frantically spiralling the stylus until a Pokémon can be defeated and contained. Like the first time around, your success in doing so is dependent on your ability to overpower the Pokémon in question, using your Capture Styler's energy (this increases throughout the course of the game as you complete quests and receive special power-up data) to reduce a Pokémon's HP.

But what Pokémon are you likely to come across in the land of Almia? Well, the game is crammed with fourth-generation monsters – so that's any of the critters from the

Time to get your Capture Styler working again!

The more powerful the Pokémon, the more times you have to whizz around it!

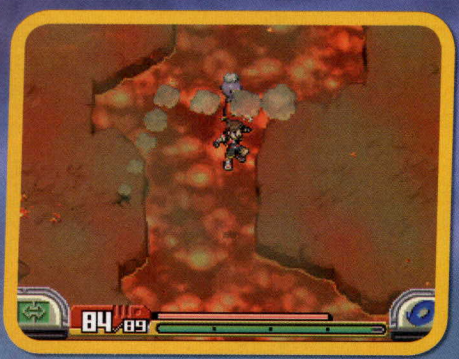


Both DS screens are put to good use with a handy map on the top.

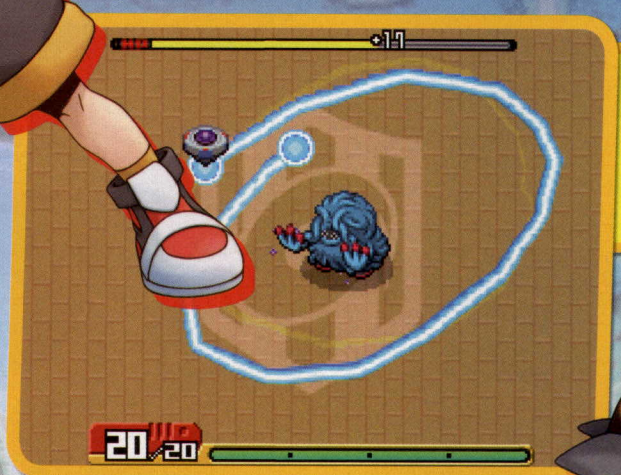
Diamond, *Pearl* and *Platinum* games that are set in the land of Sinnoh. You will have a Pokémon partner that you can select from the likes of Turtwig, Muchlax, Chimchar, Kricketot and Piplup. There are 17 partners in all, one for each Pokémon elemental type and you can change them throughout the game. You will meet many other monsters along the way, too, with special missions starring Manaphy, Riolu and Darkrai that will really test your *Ranger* skills.

Another neat feature is the Poké Assist function, which enables you to put your Pokémon's talents to good use when attempting to catch other monsters. Targets tend to move around the touch screen pretty quickly, and are also capable of attacking, so you need to be precise and speedy with your stylus movements. The Poké Assist option helps tip the balance of power slightly in the Ranger's favour.

You make your debut at Ranger School as a student late to class and new to the area, but once you've settled and have learned what it takes to be a first-rate Pokémon Ranger, you get to head out into the great unknown. The Almia in the game's title refers to the new district in which your adventures take place, and it's a perfect, picturesque area to explore, with coasts, mountain ranges, forests and deserts



– Almia is full of rural charm. The missions you get sent on make good use of the Almia environment to come up with challenges that only captured Pokémon can help you complete with their so-called Field Moves



The *Ranger* games are unlike any others in the *Pokémon* series.

STUBBORN OBJECTS!

FIND A FIELD ABILITY...

When you come across an object that blocks your path, chances are you need a field ability to help you move it. However, the removed object will not return, so you won't have to worry about repeating yourself. Here are some of the more interesting objects we've come across...

Wall Of Flames

Gate

Ice Statue

Wood

Hard Fallen Tree

Suspicious Equipment

Big Rock

Torchlight

Hot Rock

Hard Fallen Tree

Power Generator

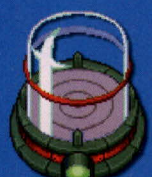
Burning Fallen Tree

Green Switch

Smoke Detector

Icy Hill

Capture Equipment


Capture Case

Switchball

Wooden Box

Steel Frame

Negotiating the tricky levels will need clever use of Poké Assists.

– fires need putting out, trees need to be felled, and so on.

As in the first game, your assembled team of Pokémon are pictured on-screen directly behind your Ranger avatar, following you closely and always ready to help with any situation that may occur. Managing your Pokémon line-up is the trick to success, because you need to be prepared for all sorts of incidents when you're in the middle of a mission or a side-quest (it's even possible to ride certain larger Pokémon as a means of transport through tricky-to-navigate passages of Almia). Although the main goal in *Shadows Of Almia* is simply to become a highly regarded Pokémon Ranger, you spend most of your time playing in a traditional adventure style that's surprisingly similar to Nintendo's *Zelda* games.

The whole *Pokémon Ranger* style of play is quite far removed from the main colour-coded games, but in many ways, *Shadows Of Almia*'s greater sense of teamwork and strategy pitches it closer to the world of standard Japanese RPGs. All of that means you don't need to be a mad Pokémon fan to appreciate the qualities of the new *Pokémon Ranger*. But if you are in it

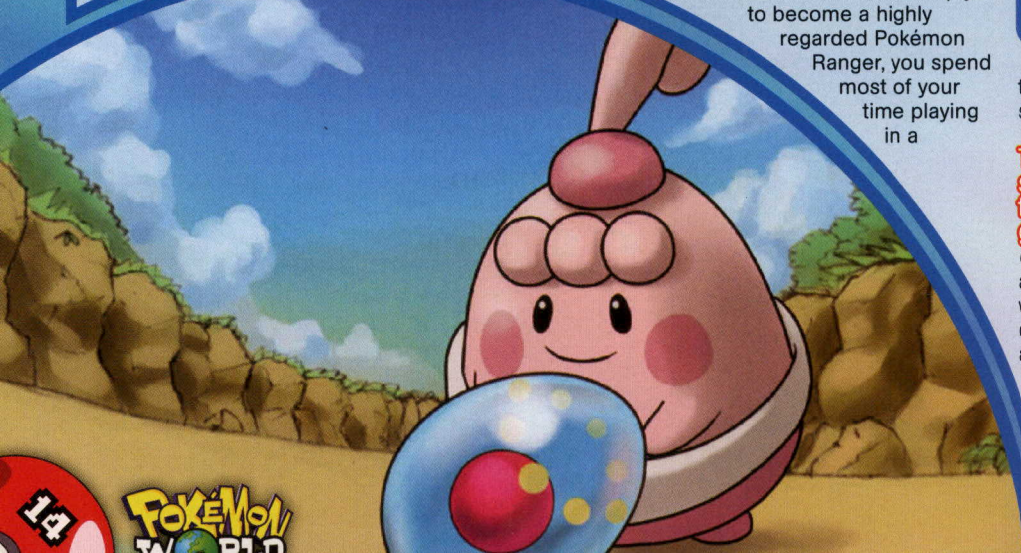
A MULTITUDE OF MISSIONS...

There are special Wi-Fi missions in the game that allow you to transfer Pokémon to *Diamond*, *Pearl* or *Platinum* when completed!

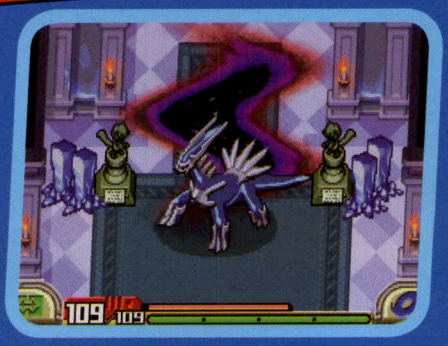
The Manaphy Mission Down on the sea shore, a Happiny has come across a Manaphy egg and doesn't know what to do with it. You need to get yourself to the Happiny quickly and grab the egg for yourself.

The Riolu Mission A rival Pokémon Ranger team has taken control of Kaito's Riolu, and this Pokémon knows Aura Sphere so make sure you have backup. You'll find the Riolu you need to rescue at the same place you fought Gliscor.

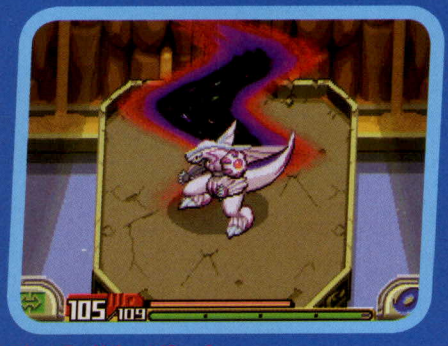
The Darkrai Mission You must travel back to the place you first saw Darkrai in the game, but this time around the Pokémon will help you. It will use its Dark Power ability to send away your rivals!



THE FUN DOESN'T STOP WHEN YOU COMPLETE THE GAME!



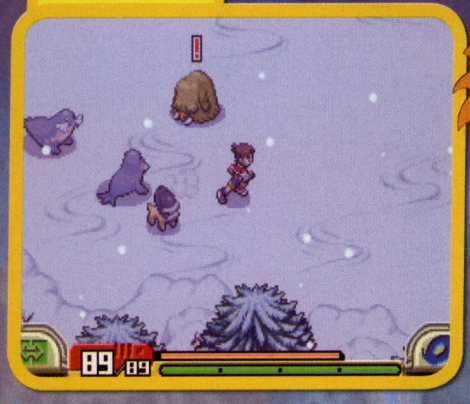
The Dialga Mission You will have already seen this Legendary Pokémon in the main *Shadows Of Almia* game storyline, but this time you will do battle with it in the same place you fought Lucario.



The Palkia Mission The fabric of space and time is being distorted in Almia by Palkia's presence, and Pokémon are popping up in places that they normally wouldn't be seen. Can you capture this special monster?

The Shaymin Mission Bizarrely, Shaymin turns up as the bride's bouquet at a wedding, but it gets scared and runs off! If you manage to battle it and defeat this Pokémon it will shower the wedding with flowers!

Trudging through the snow in search of Pokémon – they're right behind you!



just to see your favourite Pocket Monsters, well, you won't be disappointed.

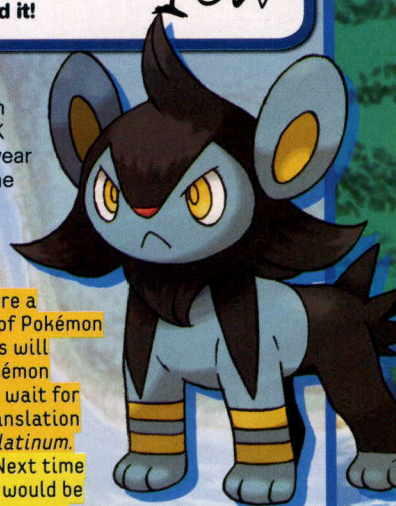
There are many things to love about *Shadows Of Almia*. The new RangerNet option provides access to downloadable missions, which can be grafted onto the main game and go some way towards extending its appeal. It's good to be in a new location, too. Almia is a captivating place, and it really gives off a spirit of adventure, particularly as your character in the game is here solely to have a career in capturing Pokémon! It's rather nifty how *Pokémon Ranger* enables you to also play alongside Pokémon and use their abilities to clear the objectives given in the game's many missions – we love working alongside our favourite monsters.

If there's to be another *Pokémon Ranger* sequel, we'd like to see some multiplayer action introduced, as this is an area where the game could really do some special stuff, but *Shadows Of Almia* provides enough fresh solo play for fans of the first game to snap this up without hesitation. With more than half a million copies of the game already sold in Japan, and America now getting in on the act, *Shadows Of Almia* is looking like a roaring success and a great addition to the Pokémon videogame library. Roll on the official UK release next year when everyone can enjoy the game!

2nd Opinion

I just loved the first *Ranger* game, so I was very excited to hear that a sequel was being worked on. I've not been disappointed either – this is everything the first was and more! I think it's brilliant the way these games make good use of the DS's touch screen with the ingenious idea of scribbling circles around Pokémon. It makes the game much more interactive – you really feel like you're getting stuck in and desperately trying to capture these Pokémon. I definitely recommend it!

Stu Yew



+ Points It's great to explore a new land full of Pokémon goodness. This will please all Pokémon fans while we wait for an English translation of *Pokémon Platinum*.

– Points Next time around it would be good to see more online multiplayer options. Maybe one player could be a Ranger and the other could be a Pokémon. Now that would be cool, wouldn't it?!

Final comments Whether you're coming to *Pokémon Ranger* for the first time, or you have been hoping for a sequel to the original, you're going to find *Shadows Of Almia* is packed with Poké goodness. Great graphics, great storyline and lots to get stuck into.

POKÉRATING 9/10

Graphically, *Shadows Of Almia* is one of the best-looking *Pokémon* games we've played for a long time. Lots of characters and locations to enjoy.

ASK PROFESSOR YEW

He's the man with all the Pokémon answers... it's our very own Professor Yew! He played football with Professor Oak, you know!

Making Pofin!

Q Dear Professor Yew,
Can you please tell me a bit more about the Pofin Pokémon food that you can make in *Pokémon Pearl*? I'd like to start doing a bit more in the game than just running around getting beaten up by Pokémon, so I thought I would experiment with making my own food!
From Tracey Snitton, age 12, Knighton

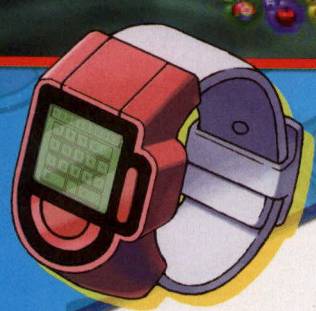
A *Mmm, just the smell of a freshly baked Pofin loaf is enough to get me drooling! Well Tracey, yes, in the Diamond and Pearl games the game designers did away with Pokéblocks and created a special Pokémon food called Pofin. What you do is collect all the berries you find around Sinnoh and then go to a Bread Maker in one of the towns to start the baking process. Firstly, the Pofin must be blended. Put the berry you want to use into the machine, then using the DS touch screen and stylus you must rotate anticlockwise to blend the mixture. This can be done quickly or slowly to create a different texture to your bread. Eventually a lovely new loaf will appear. The Pofin bread will be rated based on your skills in baking, and the accuracy of the type of berry used. These levels determine the stats that will be boosted when you feed your bread to Pokémon – beauty, cool, cute, smart or touch. You can use Pofin to feed up your Pokémon for Super Contests!*

Snappy clappy!

Q Dear Professor Yew,
Any chance of a list of Pokémon and where to find them in *Pokémon Snap*? I think many readers would find this very useful!
From Martin Kitson, age 10, email

A *Thanks for the email, Martin, I just so happen to have such a list here on my desk right now, so here it is for you. It contains the 63 Pokémon on Pokémon Island that can be captured on film. They are all from the Kanto region.*

Name	Beach	Tunnel	Volcano	River	Cave	Valley	Rainbow
Bulbasaur			✓	✓	✓		
Charmander			✓				
Charmeleon			✓				
Charizard						✓	
Squirtle				✓			
Metapod							
Butterfree	✓						
Kakuna		✓					
Pidgey	✓						
Pikachu	✓	✓		✓	✓		
Sandshrew						✓	
Sandslash						✓	
Vulpix			✓				
Jigglypuff					✓		
Zubat		✓			✓		
Vileplume				✓			
Diglett		✓					
Dugtrio		✓					
Meowth	✓						
Psyduck				✓			
Mankey						✓	
Growlithe			✓				
Arcanine			✓				
Poliwag				✓			
Weepinbell					✓		
Victreebel					✓		
Geodude						✓	
Graveler						✓	
Rapidash			✓				
Slowpoke				✓			
Slowbro				✓			
Magnemite		✓					
Magneton		✓					
Doduo	✓						
Grimer					✓		
Muk					✓		
Shellder				✓			
Cloyster				✓			
Haunter		✓					
Electrode		✓					
Koffing				✓			
Chansey	✓						
Kangaskhan	✓						
Goldeen						✓	
Staryu						✓	
Starmie						✓	
Scyther	✓						
Jynx					✓		
Electabuzz		✓					
Magmar			✓				
Magikarp	✓	✓	✓	✓	✓	✓	
Gyarados						✓	
Lapras	✓						
Ditto					✓		
Eevee	✓						
Porygon				✓			
Snorlax	✓						
Articuno					✓		
Zapdos		✓					
Moltres			✓				
Dratini						✓	
Dragonite						✓	
Mew							✓



Sing a song...

Q Hi there Prof,
I've noticed when watching *Pokémon* the cartoon show that there's a song that crops up from time to time when Ash is dreaming about Pikachu. Do you have any idea what the words are for this song as I would love to sing along next time it's on!
From David Smottington, age 11, Grimsby

A *Ah yes, David, it's actually called 'The Time Has Come (Pikachu's Goodbye)' and is played as a backing track when Ash has flashbacks. Here are all the lyrics for you, hope you have a good singing voice!*

I close my eyes and I can see the day we met,
Just one moment and I knew:
You're my best friend, 'do anything for you.

We've gone so far and done so much
And I feel like we've always been together.
Right by my side through thick and thin,
You're the part of my life I'll always remember.

The time has come,
It's for the best, I know it.
Who could have guessed that you and I –
Somehow, someday, we'd have to say goodbye.

You've helped me find the strength inside
And the courage to make my dreams come true.
How will I find another friend like you?

Two of a kind, that's what we are,
And it seems like we were always winning.
But as our team is torn apart,
I wish we could go back to the beginning.

The time has come,
It's for the best, I know it.
Who could have guessed that you and I –
Somehow, someday, we'd have to say goodbye.

Somehow today, we have to say goodbye.

Ranger changes

Q Dear Professor Yew,
I was reading that there are going to be some changes to the way the Capture Styler works in the new *Pokémon Ranger 2* game, can you tell me more about what to expect, because I can't wait to get hold of this game!
From Sarah Makepiece, age 14, Luton

A *Well we've got plenty more for you to read on* **Shadows Of Almia**, *the new name for* **Ranger 2**, *in this issue, Sarah, but if you want to know more about the Capture Styler techniques then you've come to the right place! There were never any Hit Points in the first Ranger, but now all the Pokémon have them and you must knock up the HP by circling around them with the Capture Styler, obviously taking care not to have your line broken by the pesky creature! Once the Hit Point bar is full, the Pokémon is captured. Capturing Pokémon in this game is ranked too, which is nice. You will be given the rank C, B, A or S, and these determine the extra experience you receive from your capture. Good ranks are then stored in the Ranger Browser next to the Pokémon you captured. The good news is that* **Pokémon Ranger: Shadows Of Almia** *will be in the shops in the UK on 11 November, so we can all have fun playing the new* **Ranger** *game.*

A Phantom Thief!

Q Dear Professor Yew,
Why don't you cover more Pokémon manga comics in **Pokémon World**? Or, better still, print some actual stories each issue. I'm sure I'm not the only reader who would like to know about these comics.
From Adam Buxford, age 15, Penrin

A *Hi Adam, well the simple truth is that we never get sent any Pokémon manga comics to cover! In fact, they are incredibly hard to come by in the UK at all, mainly being something for the Japanese market. If you're a serious Pokémon collector though, you can always import these comics yourself, although you might find it hard to understand what is going on as it's all in Japanese. We recently came across this cool-looking comic called Phantom Thief: Pokémon 7 based on the Diamond and Pearl series for example – well worth checking out just for the artwork. As for printing stories from them, we're an unofficial Pokémon magazine so we can't. You'll have to go to the official Pokémon magazine for that... oh, there isn't one is there? They just couldn't make a magazine to beat us!*

SEND IN YOUR QUESTION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

de Blob

Format Wii • **Price** £34.99
Publisher THQ • **Game type** Arcade
Release Out now • **Info** Go crazy with colour!

All the colour has been sucked out of Chroma City by the evil INKT Corporation and it's now up to de Blob to set things straight!

The INKT Corporation doesn't like colour, they love black and white and occasionally shades of grey! As it is so powerful, it sets about sucking all of the colour out of de Blob's home city with little colour-sucking robots, putting any colourful character they come across in prison while it's at it! De Blob isn't going to stand for this, and sets about splashing colour all over the place and battling against the hordes of INKT cronies.

De Blob is a kind of colour-changing alien who leaves a trail of splashed paint wherever he goes – that's why he's the arch enemy of the INKT baddies, led by Conrade Black. With a flick of your Wii Remote you've got to colour up all the buldings, roads, trees and even the citizens of Chroma City with all kinds of snazzy coloured paint. There's a great single-player game mode where you get to play through a beautifully animated storyline, plus for those with Wii-loving mates, a multiplayer mode where up to four paint splatters can play at once via a split screen effect. In this mode, new characters are brought into play: Arty, Bif, Prof and Zip!

The game has a quirky graphical style with short, stubby aliens and a funky landscape.

Go on – splash it all over. No, not aftershave, but lots of colourful paint as deBlob rubs out the grey.

With ten gigantic worlds to explore, packed with tricky platforms to leap and puzzles to solve, *de Blob* certainly represents good value, and the innovative gameplay is perfectly suited to the Wii's unique control system. On the one hand it's a platform game, but on the other a painting one – mixing the two together is ingenious. The clock is always ticking down with de Blob and his mates having to complete painting tasks to score points and open up new areas to explore.

There are lots of cool touches too, like being able to paint with the remote while you wait for levels to load, and the cool Jazz-style music that changes when de Blob changes colour. Add in lots of secrets to find and extras to unlock and you've got a great gaming experience and a brand new star for the Wii! ⊙

BUDDY UP...

There's a really cool website for de Blob that's worth checking out. It has wallpapers, buddy icons and trailers along with loads of game info all wrapped up in snazzy animation! Point your browser to **www.deblob.com** to see for yourself!

+ Points Fresh and innovative gameplay that is both fun and colourful. Players of all ages will get a kick out of playing *de Blob*.

- Points Some of the controls take a little getting used to – like jumping using a flick of the Wii Remote. Get it wrong and de Blob can miss essential platforms!

Final comments It's always good to see brand new, original Wii games, and THQ has got a real winner with *de Blob*. The mix of platforming action and painting mayhem is perfect and will keep you glued to your Wii for months. Let's hope we see more of *de Blob*!

9/10

POKÉRATING

WARIO LAND™ THE SHAKE DIMENSION

The Shake Dimension is action-packed from the very moment you pop the disc into your Wii. Love it!

Format Wii • **Price** £49.99
Publisher Nintendo • **Game type** Platform
Release Out now •
Info Lots of shaking going on!

A return to traditional platform gaming on Wii, this time starring the arch-enemy of Mario, Wario – a greedy and rude game boss!

It's been a long time since Mario first bumped into a character called Wario (see our box on this page to find out when) and in great Nintendo tradition Wario has since gone on to create and star in his own franchise of games. This new Wii adventure is a welcome return to the traditional platform games of Nintendo's Retro back catalogue – you turn your Wii Remote sideways and use it like a normal joypad, only flicking it to shake enemies down from trees, release coins from treasure bags or cause earthquakes (which is great fun!).

Wario has received an antique glob and telescope that give him the abliity to travel to The Shake Dimension ruled over by the Shake King. He has to rescue the Merfles and their Queen to get his hands on a bottomless gold sack and all the riches he could ever dream of!

Every platform game cliché in the book can be found here, but we love it. In this modern world of 3D fighting games and first-person battles it makes a refreshing change to jump on a platform in 2D, solve a puzzle, bash an enemy into submission, avoid a hazard, unlock a secret and take on an old-school end-of-level boss! It's also one of those games where you will have to play each level over and over again to get everything out of it. There are all kind of treasures that simply won't reveal themselves first time around. We loved the three cool vehicles that must be ridden in the game, too. They add an extra dimension.

+ Points A return to platform gaming with 2D animation but in a 3D modern console world. A great combination that works really well. Let's see more of these please Nintendo – maybe the next Mario game?

- Points Nothing really, but as we just said, it would be cool to see Mario starring in a game in this style rather than his archnemesis!

Final comments A cool Wii game that should be on any gaming enthusiast's wish list!

POKÉRATING

9/10

HUMBLE BEGINNINGS...

He might be starring in his own games these days, but Wario started out as an end-of-game boss in the 1992 Game Boy hit *Super Mario Land 2: 6 Golden Coins*. He had his own castle, you know!

Littlest Pet Shop

Ahh, isn't he cute? If your answer is 'yes', then this is the game for you. If you answer 'no', move on!

Format DS, Wii, PC • **Price** £16.99-£29.99
Publisher Electronic Arts • **Game type** Arcade
Release Out now • **Info** Aimed soley at girls!

The popular Hasbro toy brand for girls comes to life on a console and PC near you. Listen up ladies!

Have you ever fancied running your own pet shop? Well the toy shops have been full of Littlest Pet Shop toys for ages now, so it was inevitable that it eventually would spread to videogames.

With a free play mode so that you can make your pet shop dream come true for as long as you like, or a mini-game mode that introduces a bunch of 16 addictive games starring your favourite pets, these Wii, PC and DS games have lots to keep you happy.

There are 32 of the most popular pets from the range in the Wii and PC games, 20 on the DS, and you can explore and interact with them to your heart's content with winter, jungle, garden and pet plaza worlds available.

You earn Kibble coins as you play that you can spend them on over 100 accessories for your pets or on play sets to expand your *Littlest Pet Shop* experience. On the DS version you can even plan birthday parties for your pets and invite along all of their little furry friends for cake and pop!

This expandable range of pet games are going to be must-have additions to the Littlest Pet Shop collections out there.

+Points The game is all about having fun with your pets rather than blowing things up and killing loads of people – a refreshing change, don't you think?

-Points This isn't one for the boys reading – if you play this game then your mates will officially be allowed to mock you!

Final comments The perfect pet-pampering game for young girls.

9/10

POKÉRATING

Drawn to Life

NICKELODEON SpongeBob SQUAREPANTS EDITION

You know you're in for a fun time when you plug a Spongebob game into your DS – they're grrreat!

Format DS • **Price** £29.99
Publisher THQ • **Game type** Adventure
Release Now • **Info** Draw your own cartoons!

Bring your own characters to life and let them play with Spongebob and his pals!

Hey-hey! It's good to see Spongebob back again on the DS, and this time THQ has done a clever trick of combining him with their *Drawn To Life* technology! If you don't know what the original *Drawn To Life* game was all about then all you need to know is that you can draw your own people or monsters using the DS touch-screen and then watch as they pop into life and then get to work playing the game!

The trouble is that Doodlebob, an evil Spongebob drawing, has also had a go with the magic pencil and has drawn lots of nasty characters that are causing havoc in Bikini Bottom and captured Spongebob and his friends.

So off we go on a fun platform adventure with a twist. Packed with colourful Nickelodeon graphics and that wacky sense of humour that fans of the cartoon love. You even get to draw and customise your very own Bikini Bottom home in this game – that's got to be something all *Spongebob* fanatics have dreamed about!

With single and two-player versus modes, over 20 levels with specific objectives to achieve in each and oodles of creativity throughout, this addition to the *Drawn To Life* range is hours of fun on your DS – guaranteed.

+Points Draw a character and have it play with Spongebob!

-Points What if you can't draw at all?

Final comments A cool combination of drawing and adventure!

9/10

POKÉRATING

Also available this month...

Shaun the Sheep

Format Nintendo DS • Price £24.99
Publisher D3 Publisher • Game type Arcade
Release Out now • Info He's Shaun the Sheep!

He starred alongside Wallace and Gromit, had his own hit TV show, and now the wooly little chap has got his own Nintendo DS game... it's just what his fans have been waiting for! All the characters from the show can be found in this fun DS romp where Shaun the Sheep must find the rest of his flock before the farmer gets back and finds that they've gone missing! A variety of game modes are included – you can play through the story completing tasks as you go, plump for just playing mini-games or have a go at Collection Mode and discover the secrets the game is hiding. All good fun!

LEGO Batman

Format PS2, PS3, Wii, DS, Xbox 360, PC, PSP • Price £29.99-£39.99
Publisher Warner Bros • Game type Action
Release Out now • Info Dinner, dinner Batman!

A fan of LEGO? A fan of Batman? Well we have good news for you! You can't fail to notice there's a new *LEGO Batman* game for every console and game system – ever! Well, it has a completely original storyline and gives you the chance to star as either Batman or Robin and take on some of the famous villians – The Joker, Catwoman, Mr Freeze and The Penguin. You'll get to rocket through sewers, leap from rooftops and explore all the backstreets of Gotham City – all in a cool LEGO style. Packed with game modes, humour and replay value with a cool freeplay mode, this game has it all!

Tamagotchi Connexion Corner Shop 3

Format DS • Price £34.99
Publisher Atari • Game type Arcade
Release 30 October • Info More Tamagotchi fun!

If you love the *Tamagotchi* series then chances are you will have already bought versions one and two of this DS game. So why would you want a third one? Well... there are all new shops to play around with for a start. You can now bake bread in the bakery, plan a party or scoop ice cream at a parlour. Not enough? How about making your own park for the Tamagotchi to play in? Decorate it with fountains, gardens and play equipment and watch as it develops with a mind of its own! With lots of new characters and link-up options for friends through Wi-Fi, this is another cool *Tama* game to own.

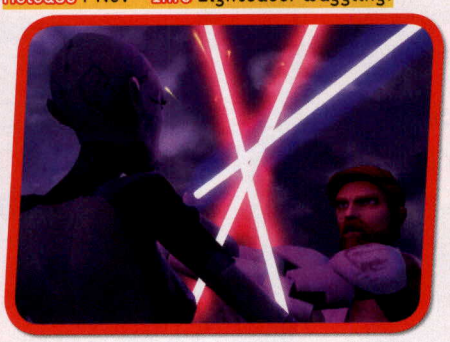
Phoenix Wright Ace Attorney: Trials and Tribulations

Format DS • Price £29.99
Publisher Capcom • Game type Adventure
Release Out now • Info 5 cases to solve!

Another unique game for the DS – this time star as a defense attourney (a solicitor if you're English!) who has to prove that his client is innocent, even if he knows that he's as guilty as sin. Sound boring? Well think again. You've got to gather evidence in the case, survey the crime scenes, weedle out the dodgy testimonies and overcome corruption to make sure that justice is done. You even get to have courtroom stand-offs with the prosecution using the 'pysche-lock' system that is unique to *Phoenix Wright* games. Great for those who are fed up with a diet of fighting games.

Star Wars The Clone Wars: Lightsaber Duels

Format Wii • Price £39.99
Publisher Activision • Game type Arcade
Release 7 Nov • Info Lightsaber waggling!



It could possibly be the game the Wii was invented for! What better use for the Wii Remote than turning it into a Star Wars Lightsaber? Already the peripheral companies have got Lightsaber add-ons in their hundreds in the shops so that you can bolt a shiny torch on to your remote. The game is all about duelling with Star Wars characters, of course. It's based on the animated movie of the same name so it has a great visual style, and gives all Star Wars fans the ability to play out that ultimate fantasy – mastering the Jedi's weapon of choice to see if they could make the grade alongside Luke Skywalker!

Lock's Quest

Format Nintendo DS • Price £39.99
Publisher THQ • Game type Construction role playing
Release Out now • Info Build a castle!

From the people that created the brilliant *Drawn To Life* game, giving playing the ability to draw their own characters, comes another DS exclusive where this time you can create your own castles! You play Lock as he tries to defend his homeland from an attack by robot invaders. He must be part architect and part engineer – an Archineer if you will – and protect his people's sacred Source Artifacts from being stolen. You can use metal, stone and wood to design new defenses and once they're up, grab some weapons and get stuck in to the battle yourself. A great combination of creativity and action-adventure for the DS.

DESIGN A MONSTER!

Wey-hey! Another month, another postbag bursting at the seams with monsters created by you, our dedicated readers. Thanks for all of your great creations, but please remember to put your name on the back of your drawing or it might get lost!

Monster of the Month!

Evolution: **Persian**

JemmyPuss

1

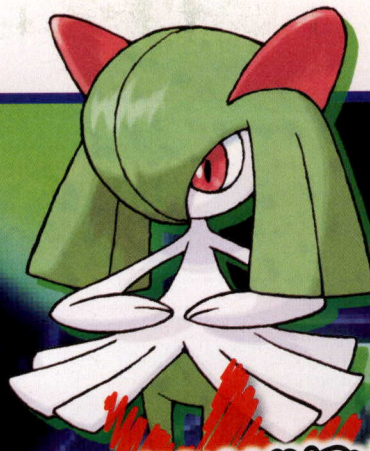
Pokémon type: Fire/Normal/Psychic

Special attacks: Blaze Claw, Roar Of Time, Psykick, Golden Whip

This is a very, very rare Pokémon. There has only been 12 sightings of this Pokémon ever, and it evolves from a Persian.

Katie Bryant, age 12

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.



DID YOU KNOW?
A man called Satoshi Tajiri created the original Japanese Pokémon RPGs for the Game Boy

Evolution: Breed a male Minun and a female Plusle

Plusmin

2

Pokémon type: Electric

Special attacks: Helping Hand, Baby Spark, Baby Cry

Brief description: This Pokémon has parts of its mother and father in it. It has Plusle's cheeks and tail and Minun's ears and hands.

Laura Craig, age 10, Broadstairs

Evolution: From Mewtwo

Zoomo

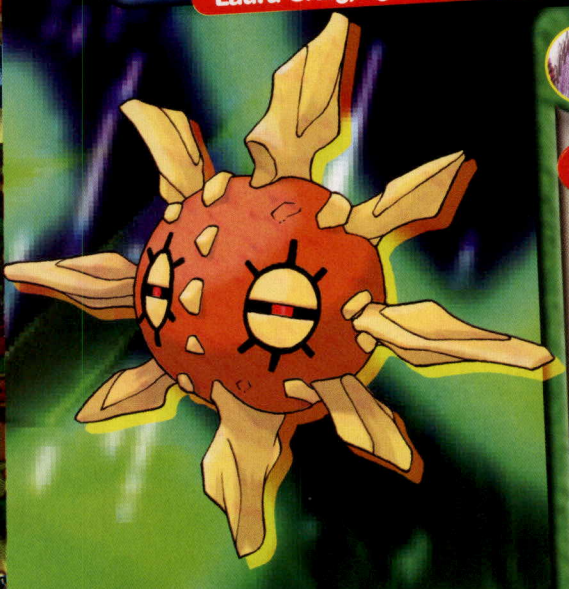
3

Pokémon type: Dragon/Normal

Special attacks: Smack Hand, Freeze Balls, Fire Balls, Electric Run, Chop

Brief description: This Pokémon is a complete mystery – very little is known about him. If you discover more about Zoomo, do let us know!

Macauley Tough, age 9, Andover



Evolution: A Dracula Pokémon!

Winddrike

4

Pokémon type: Dark

Special attacks: Wing Attack, Black Out, Fly, Psybeam

Brief description: Winddrike's body is completely made of fur, and the spikes on the top of his wings are both deadly and poisonous.

Annie Harwood-Copping, age 8, Hatfield

Evolution: Darkrai and Mew

Flying Darkmew

6

Pokémon type: Dark/Psychic/Flying

Special attack: Mega Punch, Dark Punch, Dark Power, Skull Ray

Brief description: This Pokémon is the result of a special experiment where the DNA of Darkrai and Mew were spliced together.

Modestos Vicagudis, age 9, Durrington

Evolution: From Cubone using a Fire Stone

BurnBone

5

Pokémon type: Fire

Special attacks: Bone Blast, Flame Tackle, Meteor Punch, Burning Headbutt

Brief description: When this Pokémon gets angry it can reach 100°c in three seconds. It is a very powerful Pokémon, and it has evolved from a Cubone that belonged to Team Magma.

Sam Stokes, age 10, West Bromwich

SEND IN YOUR CREATION...

If you've drawn a grisly monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

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- LEGO Batman
- FIFA 09 All-Play

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- Need For Speed Undercover
- Prince Of Persia

Check out the site...
www.nrev-mag.co.uk

NEW ISSUE OUT NOW

LOB

POKÉMON
WORLD

Pokémon Platinum

Released in Japan on 13 September, this new *Pokémon* adventure takes the *Diamond* and *Pearl* games and gives them a remix with new characters, areas, and lots of twists to keep fans coming back for more!

WIN! WIN! WIN!

deBLOB

WIN! A Wii, de BLOB GAMES & AN INFLATABLE de BLOB!

deBlob is a hot new game for Wii from our mates at THQ, and we have a console, games and cool inflatable de Blob to give away!

Not content with giving you a brilliant projection torch on the cover of this issue with de Blob characters on the caps for you to play with, here's a great compo to win a 1.5 metre inflatable de Blob with pump and a Wii plus *de Blob* games! Just answer the question via email or post, remembering to include your age and address. Send your entry to pokemonworld@imagine-publishing.co.uk naming your email 'de Blob Compo'.

There's an evil corporation in the game that has taken over the city. It is called...

A. H.O.N.K. Corporation
B. I.N.C.A. Corporation
C. I.N.K.T. Corporation

Competition entries need to be in by 14 November 2008. The winners are drawn at random!

Competition Rules
1. All entries must be received by 14 November 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

Pokémon Mystery Dungeon

Explorers of Time & Darkness

If you were hanging around your local Woolworths back in the summer you might have picked up a Limited Edition DVD of *Mystery Dungeon Explorers Of Time & Darkness* in a goodie bag at the Pokémon Live event. If not, this is what you missed...

The DVD is a special episode of the *Pokémon* anime based on the new DS games of the same name. Nintendo and Pokémon Company have certainly been getting their money's worth from it – it was first broadcast in Japan on 9 September 2007 as part of a special Pokémon Sunday, and then streamed online. It was also part of a special Limited Edition Onyx DS pack in the States released on 17 August, given away at the Woolworths events and then aired on Cartoon Network on 1 September as part of a *Diamond & Pearl: Battle Dimension* marathon!

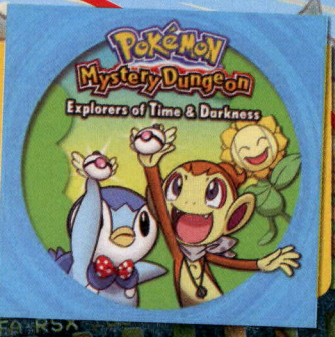
The story begins with Grovyle stealing the Time Gear, which makes time completely freeze! We then see Chimchar trying to put together an Exploration Team at the Wigglytuff Guild until he is scared away by a booming Hyper Voice from the guild. On arriving at the beach, Chimchar bumps in to a Piplup who claims to be a human who has turned into a Pokémon! Chimchar persuades Piplup to join his Exploration Team so that they can find out what has happened to him together. They set off for the Wigglytuff Guild again.

On entering the guild, the duo cause a bit of a stir as they are mistaken for intruders, but things soon settle down and Chatot, Wigglytuff's trusty

The anime on this exclusive DVD follows both of the game's storylines quite closely.

SPECIAL DVD FACTS!

- The animation team behind this is called Team Ota. The last feature the team worked on was an episode of the *Pokémon* anime called 'All That Glitters Is Not Golden'.
- The music in this DVD is mostly taken from the videogame score, giving both Pokémon products a kind of synergy! It was composed by Arata Iiyoshi.
- Continuing the mystery theme, this special episode of the anime ends with 'To be continued...' but we don't yet know whether further *Mystery Dungeon* specials will be released on DVD.



assistant, explains a series of strange goings on around the world – it appears it's all down to the Time Gear being stolen! Our exploring duo then receive an Exploration Team Start Kit and some Rescue Team badges as their new team, Team Poképals, is officially accepted into the guild.

After spending a restless night at the Wigglytuff Guild, Chimchar and Piplup receive their first rescue mission. They have to travel to the Labyrinth Cave and find a Gabite Scale so that the sister of Shinx can be cured of her sickness.

They need a third member for their team, though, and they are joined by a veteran member of the Guild – Sunflora. Before setting off, they know they must stock up on items that they'll need, so they visit Kecleon's shop and buy a Joy Ribbon, Defense Scarf and Power Band. It's not long before these brave Pokémon are entering Labyrinth Cave and things starts to go wrong, big time! They are being followed by Team Razor Wind who thinks that Team Poképals is far too inexperienced for such an important mission and decide to go after the Gabite Scale themselves. Chimchar is scared to pieces when it is attacked by a Golbat swarm not far into the cave. Sunflora attacks the Golbats with her Razor Leaf move and explains how useful the items are to Chimchar and Piplup, who obviously don't know what they're doing. The Defense Scarf saved Chimchar from being injured and the Power Band made the Razor Leaf attack stronger than usual.

Continuing on into the cave, it's not long before Piplup teeters on the edge of a pit, but is saved by Chimchar grabbing his hand. It appears that Piplup has visions of the future, and one of these shows a bridge

This cartoon doesn't follow the usual Pokémon story, though – Ash doesn't even appear!

The Time Gear that Grovyle steals in the cartoon is actually the second one from the videogames.

collapsing, so when Chimchar comes to a bridge and wants to immediately cross, Piplup stops him in his tracks. Good thing too, because sure enough, the bridge collapses right in front of their eyes!

It's not long before the exploring trio stumble upon a bruised and battered Team Razor Wind. They explain that when they tried to take the Gabite Scale from Gabite, he challenged them to a battle and they lost. This could be Team Poképal's chance to shine, so they find Gabite and Piplup decides to take him on in battle for the Scale. Kicking off with a Sand Tomb move, Gabite is a formidable opponent for the team. Chimchar retaliates with Ember, but this fails to make an impression on Gabite. Piplup uses his Bubble move, but Gabite's Dragon Claw knocks both Pokémon to the floor and leaves them stunned. Sunflora doesn't stand for this and uses Razor Leaf again, which is strengthened by the Power Band. She then tries to follow up with a Petal Dance, but Gabite retaliates with an Attract move and leaves her unable to fight at all! Piplup is furious and uses Peck on Gabite, but Gabite only laughs at the pathetic power of the Pokémon! With both friends down, Chimchar goes crazy with Fury Swipes. While the massive Gabite is dealing with this, Piplup comes back into the fight with what it thinks is Bubble, but it's not, it's BubbleBeam, as Piplup has increased experience by using the Joy Ribbon. Another BubbleBeam move later and Gabite has been knocked out by the Pokémon that he was laughing at only moments ago! As Team Poképals recovers from its ordeal, Gabite starts to come around – oh no! The three Pokémon are weak and can't possibly

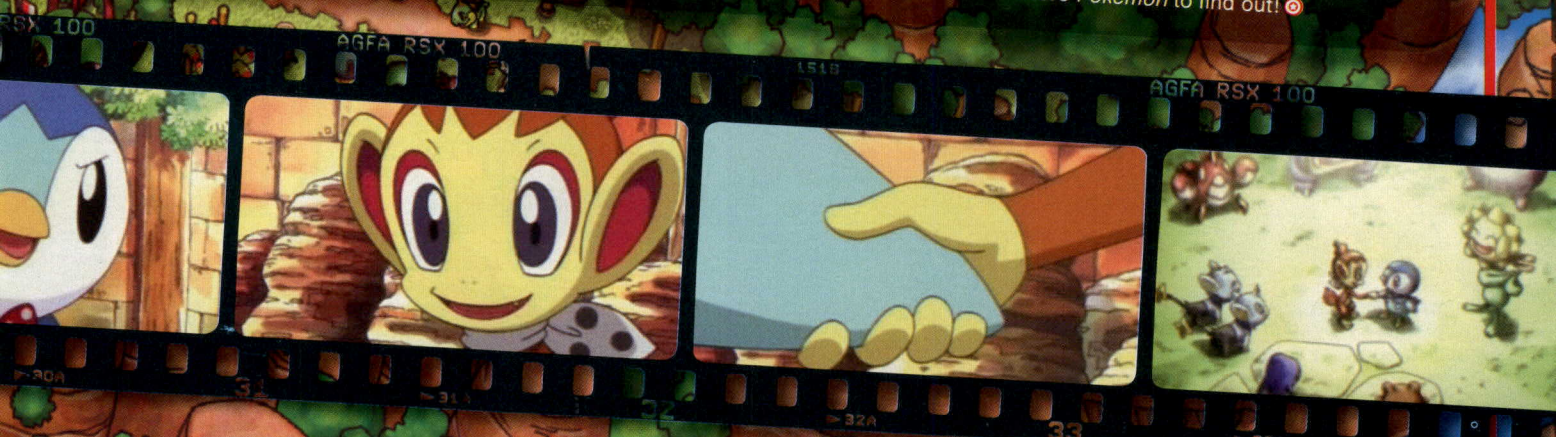
manage another battle with the giant Pokémon again so soon!

Just as they were preparing to attack once more, Gabite stops them and tells them not to worry. He has had an enjoyable battle with them and presents them with one of his scales as a reward. Hooray! Team Poképals first mission has been completed! They head back to the Wigglytuff Guild and hand over the booty. Shinx is over the moon that his sister can now get better and gives the team a Luxray Fang as a reward for their bravery.

Before they can enjoy their winnings, though, Chatot whips the prize away and informs them that it's Wigglytuff Guild rules that all rewards go to the Guild. As you can imagine, the two Poképals are not very happy with this, but they don't have much time to argue about it before Loudred, another member of the Wigglytuff Guild, charges into the room and informs everyone that another Time Gear has been stolen by Grovyle.

With a successful mission under their belt, Chimchar and Piplup start talking and Piplup says that he would like to stay on Team Poképals if that's okay with Chimchar. The Pokémon hopes to find out more about what has happened to him, and calls Chimchar his partner. The two Pokémon shake hands and Chimchar is excited about the adventures the two of them will have together.

Will Piplup ever find out how he turned from a human into a Pokémon? Will Team PokéPals complete all their given missions and become heroes of the Wigglytuff Guild? Well, you will just have to watch more *Pokémon* to find out!



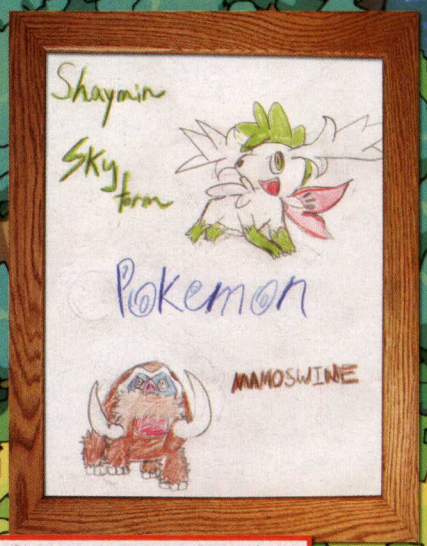
CHARACTERS IN THIS DVD...

There are a whole host of Pokémon starring in this *Mystery Dungeon Explorers of Time & Darkness* DVD. Just check this lot out... **Team Poképals** – Piplup, Chimchar • **Wigglytuff Guild** – Wigglytuff, Chatot, Corphish, Diglett, Loudred, Bidoof, Chimecho, Croagunk, Dugtrio, Sunflora • **Team Razor Wind** – Zangoose, Scyther, Sandslash • **Treasure Town** – Shinx, Kecleon, Duskull, Gabite • **Thieves** – Grovyle, Drowzee, Sharpedo, Weavile, Gyarados • **Others** – Golbat. Gabite actually makes its movie and DVD debut in this action-packed adventure!

The Guild doesn't actually take rewards away, but it does take 90 per cent of any cash teams get!

Pika-Pics

Now it's time for the Pokémon World gallery. Has your picture made it into Pika-Pics?



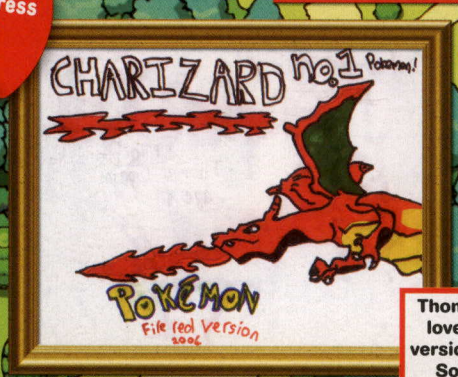
Cool, here's the new Shaymin drawn by Andrew Cheng, age 12 from Hong Kong. Nice one, Andrew!

Thalia Seale, age 8 3/4 from London has put together this great montage of her favourite Pokémon.

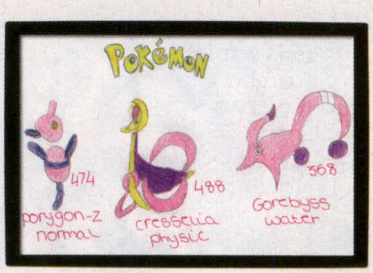
Didn't you know? Lucario just loves to jam on his guitar! Well, Amy Blackwell, age 13 from Dereham, thinks so!

DON'T FORGET! – always write your name, age and address on the back of your picture!

Thanks to Joe Boulay, age 8 from Bridport for this brilliant pic of Piplup. Sent in on a Pokémon World postcard too – thanks Joe!



Thomas Diggin just loves his FireRed version of Charizard. Sometimes the older games are the best, Thomas!



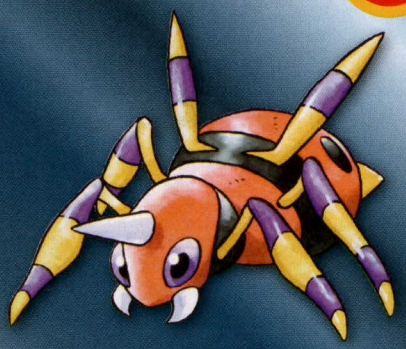
No prizes for guessing which Pokémon are Katy Straub's favourites! She's 12 and from Sidcup.

SEND IN YOUR PICS...

We love receiving your pictures of Pokémon here at Pokémon World. You can get your picture to us by emailing pokemonworld@imagine-publishing.co.uk making sure you put 'Pika-Pics' in the subject line, or send it by post to... Pika-Pics, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Ariados

National Pokédex No. 168



Type: BUG POISON Classification: Long Leg Pokémon

Height: 3' 07" Weight: 73.9 lbs Ability: Swarm & Insomnia

Description: It attaches silk to its prey and sets it free. Later, it tracks the silk to the prey and its friends.

Clefable

National Pokédex No. 36

Type: NORMAL Classification: Fairy Pokémon

Height: 4' 03" Weight: 88.2 lbs Ability: Cute Charm & Magic Guard

Description: Its hearing is so acute it can hear a pin drop over half a mile away. It lives on quiet mountains.

Snorlax

National Pokédex No. 143

Type: NORMAL Classification: Sleeping Pokémon

Height: 6' 11" Weight: 1041.1 lbs Ability: Immunity & Thick Fat

Description: It stops eating only to sleep. It doesn't feel full unless it eats nearly 900 pounds a day.

Lucario

National Pokédex No. 448

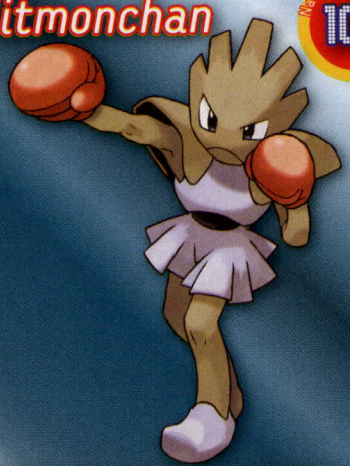
Type: FIGHT STEEL Classification: Aura Pokémon

Height: 4' 00" Weight: 119.0 lbs Ability: Steadfast & Inner Focus

Description: By catching the aura coming from others, it can read both their thoughts and movements.

Hitmonchan

National Pokédex No. 107



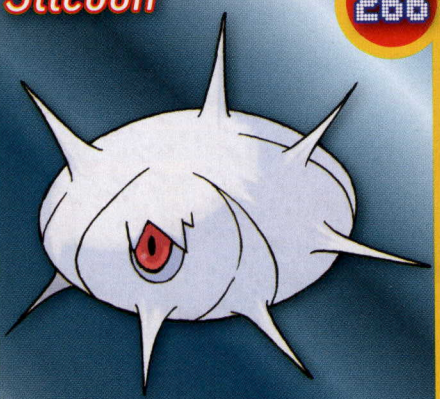
Type: FIGHT Classification: Punching Pokémon

Height: 4' 07" Weight: 110.7 lbs Ability: Keen Eye & Iron Fist

Description: The arm-twisting punches it throws can pulverise concrete. It rests after three minutes of fighting.

Silcoon

National Pokédex No. 266



Type: BUG Classification: Cocoon Pokémon

Height: 2' 00" Weight: 22.0 lbs Ability: Shed Skin

Description: It anchors itself by wrapping twigs with the silk from its body. It motionlessly awaits evolution.

Torterra

National Pokédex No. 389

Type: GRASS GROUND Classification: Continent Pokémon

Height: 7' 03" Weight: 683.5 lbs Ability: Overgrow

Description: Groups of this Pokémon migrating in search of water have been mistaken for moving forests.

Minun

National Pokédex No. 312

Type: ELECTRIC Classification: Cheering Pokémon

Height: 1' 04" Weight: 9.3 lbs Ability: Minus

Description: It cheers on friends. If its friends are losing, its body starts to let off more and more sparks.

Buneary

National Pokédex No. 427

Type: NORMAL Classification: Rabbit Pokémon

Height: 1' 04" Weight: 12.1 lbs Ability: Run Away & Klutz

Description: When it senses danger, it perks up its ears. On cold nights, it sleeps with its head tucked into its fur.

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
160	110	65	65	110	30

Anime: You will see Snorlax make his first appearance in 'Wake Up Snorlax!' where one of these giant Pokémon was blocking the water to a village!

Location: Evolve yourself a Munchlax if you need a Snorlax in your copy of *Diamond* or *Pearl*.

Evolution:

Baby > Happiness

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
95	70	73	85	90	60

Anime: Check out the episode 'Clefairy and the Moon Stone' where you will see a Clefable's first appearance in the cartoon show.

Location: Want a Clefable in your copy of *Diamond* or *Pearl*? You will need to evolve a Clefairy to get one, or transfer one to the Pal Park mountain.

Evolution:

Basic > Happiness > Moonstone

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
70	90	70	60	60	40

Anime: In the episode 'Ariados, Amigos', a young girl and Pokémon Trainer called Aya owns an Ariados.

Location: This is an uncommon Pokémon in *Diamond* and *Pearl*, check out Route 229 at night if you want to find one.

Evolution:

Basic > At Lv.22

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
50	35	55	25	25	15

Anime: May has a Murmple that evolved into a Silcoon in the episode 'A Corphish Out Of Water'.

Location: For a Silcoon in *Pokémon Diamond* go to the Eterna Forest and check out the Sweet Honey Trees. There are no Silcoon in *Pearl* or *Platinum*.

Evolution:

Basic > At Lv.7 > At Lv.10

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
50	105	79	35	110	76

Anime: A Trainer named Anthony has a Hitmonchan in the episode 'The Punchy Pokémon'. It entered into a fight against a Hitmonlee.

Location: An uncommon Pokémon, try looking around Route 228 with the LeafGreen dongle method to find one in the DS adventures.

Evolution:

Basic > At Lv.20

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
70	110	70	115	70	90

Anime: Lucario, of course, is the star of the movie *Lucario And The Mystery Of Mew* where it is considered a legend from the old days and Ash is strangely mistaken for Sir Aaron.

Location: There are no Lucarios in any of the DS RPG games, you must evolve a Riolu to get one into your Pokédex – or transfer one, of course.

Evolution:

Basic > Happiness (Day)

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
55	66	44	44	56	85

Anime: There was a very brief glimpse of a Buneary in 'Following A Maiden's Voyage' – blink and you'll miss it!

Location: You will find Buneary living in the Eterna Forest, they are a common Pokémon.

Evolution:

Basic > Happiness

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
60	40	50	75	85	95

Anime: We first saw a Minun alongside a Plusle in the episode 'A Different Kind Of Misty'. Both of them were owned by Thatcher.

Location: This is a rare Pokémon. Try around the Trophy Garden if you would like to find one.

Evolution:

Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:

HP	ATTACK	DEFENSE	SP. ATT	SP. DEF	SPEED
95	109	105	75	85	56

Anime: A guy called Paul had a Torterra as his starter Pokémon in the episode 'Top-Down Training'. It also appeared in the movie *The Rise Of Darkrai*.

Location: No Torterra are found in any of the DS RPGs,you will need to evolve a Grotle to complete your Pokédex.

Evolution:

Basic > At Lv.18 > At Lv.32

Seedot

National Pokédex No. 273

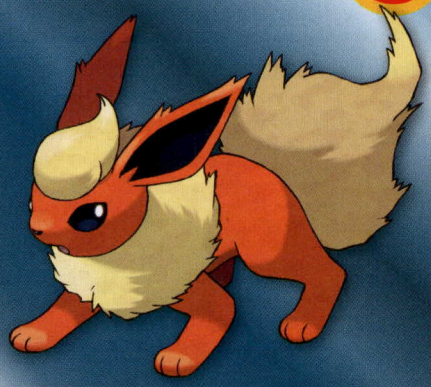
Type: GRASS Classification: Acorn Pokémon

Height: 1' 08" Weight: 8.8 lbs Ability: Chlorophyll & Early Bird

Description: When it dangles from a tree branch, it looks just like an acorn. It enjoys scaring other Pokémon.

Flareon

National Pokédex No. 136



Type: FIRE Classification: Flame Pokémon

Height: 2' 01" Weight: 55.1 lbs Ability: Flash Fire

Description: It has a flame sac in its body. Its body temperature tops 1,650° Fahrenheit before battle.

Shelgon

National Pokédex No. 372

Type: DRAGON Classification: Endurance Pokémon

Height: 3' 07" Weight: 243.6 lbs Ability: Rock Head

Description: Within its rugged shell, its cells have begun changing. The shell peels off the instant it evolves.

Stantler

National Pokédex No. 234

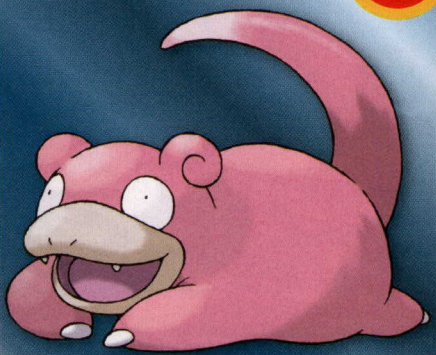
Type: NORMAL Classification: Big Horn Pokémon

Height: 4' 07" Weight: 157.0 lbs Ability: Intimidate & Frisk

Description: Staring at its antlers creates an odd sensation as if you were being drawn into their centers.

Slowpoke

National Pokédex No. 79



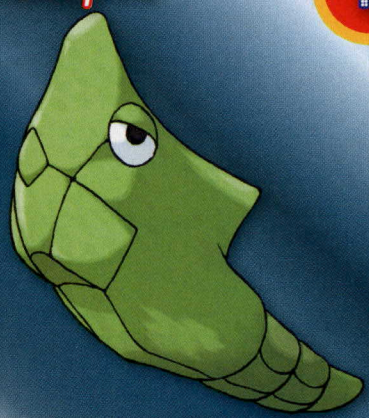
Type: WATER PSYCHIC Classification: Dopey Pokémon

Height: 3' 11" Weight: 79.4 lbs Ability: Oblivious & Own Tempo

Description: Although slow, it is skilled at fishing with its tail. It does not feel pain if its tail is bitten.

Metapod

National Pokédex No. 11



Type: BUG Classification: Cocoon Pokémon

Height: 2' 04" Weight: 21.8 lbs Ability: Shed Skin

Description: A steel-hard shell protects its tender body. It quietly endures hardships while awaiting evolution.

Venonat

National Pokédex No. 48

Type: BUG POISON Classification: Insect Pokémon

Height: 3 03" Weight: 66.1 lbs Ability: Compoundeyes & Tinted Lens

Description: Its big eyes are actually lots of clusters of tiny eyes. At night, its kind is drawn by light.

Persian

National Pokédex No. 53

Type: NORMAL Classification: Classy Cat Pokémon

Height: 3' 03" Weight: 70.5 lbs Ability: Limber & Technician

Description: A very proud Pokémon. Among fans, the size of the jewel in its forehead is a topic of much talk.

Pidgeotto

National Pokédex No. 17

Type: NORMAL FLYING Classification: Bird Pokémon

Height: 3' 07" Weight: 66.1 lbs Ability: Keen Eye & Tangled Feet

Description: It flies over its wide territory in search of prey, downing it with its highly developed claws.

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 65 ATTACK 95 DEFENSE 100 SP. ATT 60 SP. DEF 50 SPEED 50

Anime: There's an episode called 'Let Bagons Be Bagons', which is where we first see a Shelgon.

Location: None of these can be found in *Diamond* or *Pearl*. Evolve a Bagon to get one.

Evolution:
Basic > At Lv.30 > At Lv.50

Bagon Shelgon Salamence

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 65 ATTACK 130 DEFENSE 60 SP. ATT 95 SP. DEF 110 SPEED 65

Anime: There are four Eevee Brothers in the episode 'The Battling Eevee Brothers', and the one called Pyro has a Flareon.

Location: There are none of these Pokémon in *Diamond* or *Pearl*, evolve an Eevee to get one.

Evolution:
Basic > Fire Stone

Eevee Flareon

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 40 ATTACK 40 DEFENSE 50 SP. ATT 30 SP. DEF 30 SPEED 30

Anime: Professor Birch used his knowledge of Pokémon to help cheer up some Seedot that were in a sad mood in the episode 'Seeing Is Believing'.

Location: Use the dongle methods with *Ruby* to find it on Routes 203, 204 and in the Eterna Forest.

Evolution:
Basic > At Lv.14 > Leaf Stone

Seedot Nuzleaf Shiftry

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 50 ATTACK 20 DEFENSE 55 SP. ATT 25 SP. DEF 25 SPEED 30

Anime: Ash has a Metapod that he caught when it was a Caterpie and it evolved in 'Ash Catches A Pokémon'.

Location: Using a copy of FireRed and the dongle method you can find these Pokémon in the Eterna Forest in *Diamond* or *Pearl*.

Evolution:
Basic > At Lv.7 > At Lv.10

Caterpie Metapod Butterfree

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 90 ATTACK 65 DEFENSE 65 SP. ATT 40 SP. DEF 40 SPEED 15

Anime: Ash's Pokémon asked a Slowpoke for help in the episode 'Island Of The Giant Pokémon'. It evolved into a Slowbro at the end of the episode.

Location: In *Pokémon Pearl* only, you will find Slowpokes around Route 205 using the PokéRadar.

Evolution:
Basic > At Lv.37 > Trade with King's Rock

Slowpoke Slowbro Slowking

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 73 ATTACK 95 DEFENSE 62 SP. ATT 85 SP. DEF 65 SPEED 85

Anime: Brock helped a baby Stantler to get back to its herd in the cartoon episode 'The Little Big Horn'.

Location: Stantler is an uncommon Pokémon. They are only in *Pokémon Pearl* and can be found around Route 207 with the PokéRadar.

Evolution:
Does not evolve

Stantler

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 63 ATTACK 60 DEFENSE 55 SP. ATT 50 SP. DEF 50 SPEED 71

Anime: Ash Ketchum himself had a Pidgeotto. He used it in Gym battles against Team Rocket and it has been seen popping the Meowth balloon.

Location: Just evolve yourself a Pidgey if you want to get a Pidgeotto into your game.

Evolution:
Basic > At Lv.18 > At Lv.36

Pidgey Pidgeotto Pidgeot

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 65 ATTACK 70 DEFENSE 60 SP. ATT 65 SP. DEF 65 SPEED 115

Anime: Ash played a battle against a Persian in 'The Mandarin Island Miss-Match'. The cat fired a Thunderbolt at Ash's Squirtle and knocked it out.

Location: You won't find a Persian anywhere in the fourth-generation games, you will need to evolve a Meowth to get one.

Evolution:
Basic > At Lv.28

Meowth Persian

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 55 DEFENSE 50 SP. ATT 40 SP. DEF 55 SPEED 45

Anime: In Fuschia City both Aya and Koga have Venomoth Pokémon that have evolved from a Venonat.

Location: A rare Pokémon, these Venonats can be found using the PokéRadar on Route 229 in both *Diamond* and *Pearl*.

Evolution:
Basic > At Lv.31

Venonat Venomoth

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POKÉMON TRADING CARD GAME

Reach for the sky

The Pokémon World seven-step guide to improving your Pokémon Trading Card Game skills...

Are you disappointed by your Pokémon Trading Card Game skills? Always the also-ran at the City Championships and have never been crowned the winner? Well, we may just be able to help with our seven-step guide to improving your PTCG game put together by expert players...

Q Why did I play this deck?

It can be easy to forget, especially when we get wrapped up in the competitive aspects of the Pokémon Trading Card Game, that it is still just a game. Once we may have played the game for fun, ask yourself do you still have fun now? Getting too caught up in the competition aspect of the game can leave you feeling depressed and angry. We all know that no one likes to lose, but it does not matter how much skill you have, how good you are or what deck you might be playing, this is a game, and one that is based on luck as well as skill.

At Pokémon World we estimate that at least one in six of the games we play will be a nightmare, you know the games we are thinking about, the ones where you only draw one or two basic Pokémon, where you never draw the one evolution that you need, where you get an energy drought, or you never see a draw card, your opponent just breezes to victory and your deck just seems to work against you.

Q Why did I get such bad draws?

Well, we have to tell you that these losses happen to everyone, the real trick to improving your game is to find ways to minimise their effect on your game and to improve your skills and your chances in those other five out of six games when your deck does what it should do. To do that, we have a seven-step programme to help you improve your game.

Q Why is it I can win at home and at my local league but I can not win the bigger tournaments?

1 IMPROVE YOUR GAME

Have a postive mental attitude

Our best advice to you and step one in our guide to improving your play, is to keep a positive mental attitude at all times. It is not just good advice for the Pokémon TCG, but great advice for life in general. Your attitude controls your thoughts, actions and the results you will get in Pokémon TCG Tournaments. Now we are not saying that you should be conceited or 'lord it' over other players with elitest attitudes. Do not be rude or crude – be positive, realise that if you think you will lose the game then you probably already have! It is far easier to fulfil that thought once it is in your head than it is to win.

So set your mind to the 'win' setting, battle hard, aim to win your games and stay positive, realising that sometimes you will lose, but when you do lose remember not to doubt yourself, do not lose heart, keep faith in yourself and just keep on concentrating on winning.

SUPPORTER
Felicity's Drawing
Discard up to 2 cards from your hand. If you discard 1 card, draw 3 cards. If you discard 2 cards, draw 4 cards.

If you lose concentration or if you succumb to self-doubt and self-pity then you will lose. We have all had times when we have been playing and thinking that we are going to lose and so we stop paying attention on the game. We start looking around at other games, we start daydreaming, or even worse, we start talking to others and put them off their game, too. Well, while we are doing that, the one card our opponent plays wrong or the one mistake they make all game that could win us the match may go unnoticed. If we are not thinking about the game then we will not catch the possible game-changing event when it does happen... and guess what? We will lose!

If we keep the same losing attitude all throughout the tournament, then we will lose even more games and we will have fulfilled our own expectations of losing. So stay positive, have fun, concentrate, play to win and who knows what may happen? We guarantee you will have more fun and you will probably win more games.

2 IMPROVE YOUR GAME

Ask questions

This is something all players need to do. Sometimes all of us need to stop and ask what should happen when an opponent plays a card, uses a Poké-Power, Poké-Body or an attack, especially if it is a card that we have not seen or used before.

Now having stopped and asked the question 'what does this card do?' it is very important that we do not just take our opponent's word for it on what will happen. They may be reading the card effect wrongly, so remember to read it yourself. If you still do not understand, ask for a judge. Do not think what your opponent says the card effect is just because they say it is so, they can be wrong, check for yourself and you will learn from checking just what the card should do.

3 Call a Judge

We have lost count of the number of times players have come to us after a match and complained about something their opponent did during that match, how they played a card, shuffled their deck, stalled for time or upset them in some other way. Well, you need to realise that after the event is too late, it is your right to ask for a judge if you are not happy with what is happening during your match, so do not be afraid to call for one. Put your hand up and shout out 'Judge'! Then keep your hand up, do not allow your opponent to keep playing, tell them you just need to check with a judge and then call for one.

Judges and organisers do want you to call for help rather than suffer in silence and complain later. So call for help, call for clarification and call for a Judge!

4 Deck construction

We all know that some cards are better than others, do not be afraid to ask people for their thoughts on your card selections and your deck. If you go to a regular league or to tournaments, ask some of the better players for their thoughts on your deck.

Take all suggestions with a pinch of salt, though, as everyone has their favourite Pokémon or favourite trainer/supporter cards and combinations that they like to use. The suggestions you get may or may not be best for your deck. Remember that those giving advice may have someone playing in your age group who is a friend or relative and they may not want you to have the best deck you can.

While we are looking at deck construction, do not ignore online forums. Also websites such as the Pokégym, Pojo and Pokébeach can have some great advice on card combinations and decks. Again, use common sense and realise that people are not going to post their best deck or combos on the web, but they may give you a starting point from which you can build a deck to suit your play style. 'Netdecking', as it is sometimes called, is often viewed as a negative thing by players, however we at Pokémon World think that anything that gets you thinking more about your deck can't be bad and that you should not discount playing a deck straight off the pages of a website if it suits you.

Recommended websites

- **www.pokegym.net/forums**
- **www.pojo.com/pokemon**
- **www.pokebeach.com/forums**

Think about all the suggestions you get, test them, see what others think, check online, post to forums on deck construction, ask for help and check to see combinations and/or suggested fixes work. Do not blindly take all suggestions you are given to heart, but do not overlook them either, sometimes we miss what others see, so do not discount an obvious card/combination just because someone else suggested it.

5 Keep playing the game

In our office we can usually find some time, at least twice a week, when we can play some games, finding an opponent to battle is not that hard for us, but for some of you we know it is not that easy. We can not emphasise more that the best way to get better is to keep playing!

Play whenever you can, and play all levels of players. Good players help us get better and bad players can show us some of the common mistakes and maybe even reflect some of our own errors. Sometimes it can be easier to see our mistakes in others than to recognise them in our own play. Help others to recognise their misplays and suggest how to improve their decks and they may help you, too.

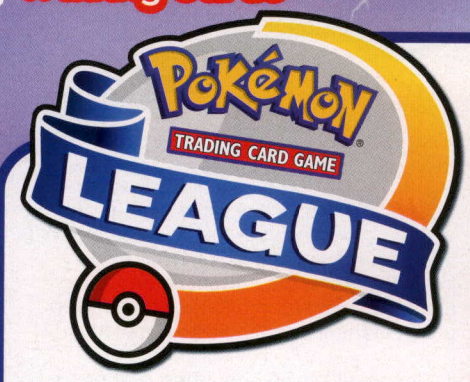
So get yourself down to your local league, go to tournaments regularly, play with your family and friends, host Pokémon game nights, form your own team, play for fun and raise your game.

6 What is happening

The game status is vitally important when it comes to winning your match. As with paying attention to the game it is in your best interest to know the current status of the game. Look out for the following and keep check of them throughout your matches…

1. Opponent's hand size. Know how many cards your opponent has, if you can not visibly count them then ask them how many cards they have in their hand.
2. Know your discard pile and your opponent's. You can check your discard pile and your opponent's, too, though it is a good idea to ask first before reaching across the table. Look for what Pokémon are in the discard pile, so, for example, if you had knocked out two of your opponent's Empoleon then you know that they can not have more than one or two left in their deck or prize cards. Equally, you can judge from what is in your discard pile just what is left in your deck and prizes, and you can gauge how likely it is that you will draw a particular card.

Look for how many energy have been used or discarded by you and your opponent, and the same goes for trainers and supporters, too. Knowing what the likely probability is of you or your opponent



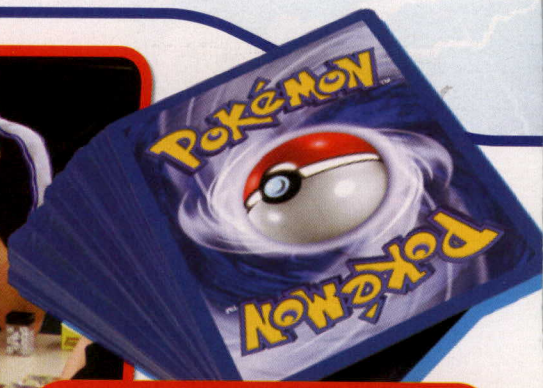
drawing a much needed card can help you plan your next moves.

3. Check the board and know what Pokémon and energy is in play. Always know how many, what Pokémon your opponent has on his bench and what powers/bodies they may have and which ones are being built up ready to KO you in the next few turns. Look for supporting Pokémon like Claydol, and take some time to consider how to neutralise them.

4. Follow the rules and pay attention, make sure you and your opponent follow all rules and conditions exactly. Make sure you both roll for special conditions or attacks, know that they only looked at the bottom seven cards while playing 'Dusk Ball' and that they did not grab eight or nine. Make sure that you make it clear yourself when you play a card or effect what you are doing. Put your hand away to one side before drawing cards from a trainer and supporter and count them out face down or up as necessary.

Make sure if either of you play Professor Oak's Visit that you put a card from your hand on the bottom of the deck, if you play Bebe's Search that you put one card from your hand on top of the deck and keep track of all Poké-Powers and Poké-Bodies, making sure that they are used correctly. Remember, this game has rules. The rules in Pokémon are not supposed to be bent or broken, sometimes people forget to do something and sometimes people try to cheat, so pay attention and correct mistakes and do not get mad if someone corrects one of yours!

If in doubt go to step three and call a judge for help!



7 IMPROVE YOUR GAME

The checklist and the game plan

We have all made the mistake of rushing a turn when we think we see a quick way to win the game. In all our excitement and rushing to win quickly, we often forget to do the basic plays we would normally would do during the turn.

To avoid this, make a checklist, in any order, of the basic plays during a turn and get in the habit of always doing them no matter what the current status of the game is. Remember, your chance to do anything ends once you announce your attack – you can not go back and play energy and supporter cards once you have done that. Get into the habit of going through the checklist in your head before attacking.

Basic turn checklist

- Draw a card
- Play trainers/supporters
- Play basic Pokémon
- Evolve your Pokémon and level up your active Pokémon
- Use Poké-Powers and Poké-Bodies
- Play an energy card from your hand for your turn then, and only then, check that you have the required energy and begin to attack.

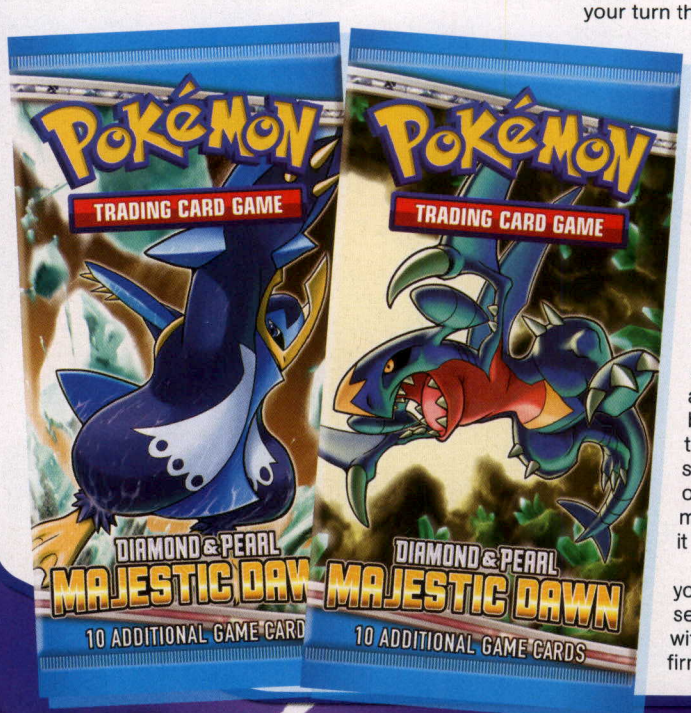
Now, every deck should have a way to win designed into it – a basic game plan built in. Now, as we have said earlier we do not always get the cards we need to smoothly follow our initial game plan, and we all need to be able to adapt to the situation. That said, do not lose sight of what your deck is meant to do and how it is meant to win.

When you draw your first hand of seven cards, look at it with your game plan firmly in mind, so think about what Pokémon to start with, look at the trainers/supporters you drew and think about how they will help you achieve what you want to accomplish in the first few turns of the game.

Your plans will need to adjust as the game goes on. You will draw more cards, and of course your opponent will be trying to affect your game plan and knock out your Pokémon while they follow their game plan to achieve their goals.

We do not know what cards we will draw next, some will change our plan of attack, and some will enhance and strengthen our original game plan, just remember to adjust to the situation while always trying to keep to the basic game plan. You may have to wait several turns and allow some of your Pokémon to be knocked out before you can implement your plan. But if you keep it in sight you can win through in the end.

Lastly, always remember this is a game of fun, the overall aim of the game is to enjoy playing and hopefully if you follow our seven steps win more games, too.



New Pokémon TCG format

A new modified format came into force on 1 September...

The format for all major Pokémon TCG tournaments for 2008/2009 will be *Diamond & Pearl* onwards, or 'DP on' as it is sometimes called. That means all the *Diamond & Pearl* sets released so far and any new sets released after the 1 September are legal for organised play.

To help you keep track we have a handy guide to the set symbols and booster packs that are currently modified legal.

MODIFIED LEGAL SETS – SYMBOLS & PACKS...

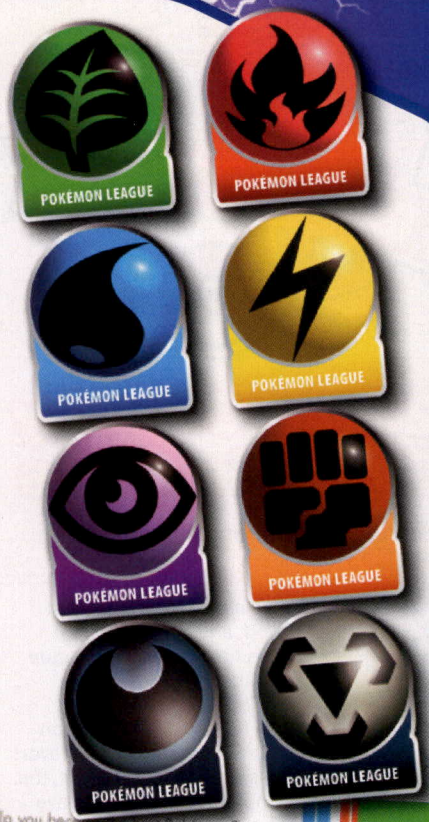
Any card from previous sets that has been reprinted in these and subsequent sets will be legal, although you may need to download the latest card text for some of them. Our friends at Pokegym.net (where the official rules team hang out) have a really handy guide to reprints.

New league season

Are you all set to take part in the new season?

September marked the start of the new Pokémon TCG League Season around the UK. This season's league is focusing on the basics of the Pokémon TCG and the eight basic energy types.

The league cycle takes those eight energy types and uses them for the focus of each of the eight league seasons, each of which lasts about six weeks. Most leagues will meet once a week for three to four hours and when each season begins, you will receive a card like the one below...



POKÉMON LEAGUE
Hello, I'm Cynthia. I'm here to help you become the best Pokémon Trainer you can be. Our first topic of conversation will be Grass-type Pokémon. These Pokémon tend to weaken their opponents with a variety of status conditions before knocking them out. Grass-type Pokémon have a number of weaknesses, including Fire-type attacks and Ice-type attacks. Plan carefully when you enter battle with a Grass-type Pokémon. Now that you've got some background information on these Pokémon, let's get started!
For every game that you play, you will earn league points. If you win that game, you will earn additional league points. Each time you reach a Poké Ball symbol, you will receive a prize! Collect enough points to earn your Grass Energy Badge!
NAME
POP ID
10m
PRIZE!

If you have never been to a Pokémon TCG League, then you are in for a treat. Leagues provide a place for you to get together with other fans of the Pokémon Trading Card Game and have some fun. Using your own cards you can play, trade, and even earn cool prizes! And you can do all this with other Pokémon TCG players who love collecting and playing just as much as you do.

Even if you don't know all the rules of the game, at a league you can learn game basics and perfect your strategy in no time! Joining a league is the best way to hone your skills to compete in Pokémon TCG tournaments from Battle Roads all the way up to the World Championships. Leagues are held in safe, public locations, such as game stores, community centres or libraries and are run by official League Leaders.

As you participate in league events, you will use the card to keep track of your league points. If you collect enough points, you'll earn a badge! During the span of the Energy League, you can also earn other cool stuff like Organized Play-exclusive promo cards and mini-posters. Participation includes playing Pokémon TCG games, completing activities and trading cards.

You can find your nearest Pokémon TCG League using the league locator at...

www.op.pokemon-tcg.com/league/locator

2008/2009 City Championships

Get yourself down to the Autumn Battle Roads...

Autumn Battle Roads were just kicking off, and as we went to press, the first of the new league materials, badges and POP 8 boosters were arriving. *Stormfront* pre-releases are on the horizon and Pokémon Organised Play in the UK is busier than ever!

Hot on the heels of the Battle Roads, the 2008/2009 City Championship dates have just been released. So since we got the dates first we thought we would give you an early heads up on the tournaments that will run us up to Nationals 2009 and the road to next years World Championships.

We will of course be bringing you news and reviews from the first Battle Roads next issue including Ditto's pick of the decks being played, we will give you more on Stormfront as and when we get the information and when the City Championships kick off we will bring you the decks and winners from them, too. So keep buying your favourite Pokémon Magazine and keep up with the Tournaments, Players, Decks and Strategy to make your Pokémon TCG games go off with a big bang.

CITY CHAMPIONSHIP DATES 2008/2009

25 November
Crewe... 131 Games, contact Thomas Snook, thomas.snook@btinternet.com

29 November
Leicester... Phoenix Games, contact Chris Wankling chris@phoenix-games.co.uk, Tel. 01162 515003

Hackney... contact John Hawkins, jackhawkins@excite.com, Tel. 07989 979991

30 November
Ripley... Chimera Games, contact Heather Leach, chimeraccg@googlemail.com

Dudsbury... contact John Hawkins as above

6 December
Exeter... Clifton Road Games, contact Steven Crane, mail@cliftonroadgames.co.uk, Tel. 01392 259988

7 December
Norwich... contact Simon Humphrey, simonhumphrey666@hotmail.co.uk

13 December
Crawley... contact Ian Fotheringham, nopoke59@hotmail.com, Tel. 07941 411599
Leeds... contact Jaedon Green, jaedon@talktalk.net, Tel. 01132 580654

14 December
Glasgow... contact Gordon White, pokemon-tcg@blueyonder.co.uk

20 December
Normandy (nr Guildford)... contact Ben Ward, ben@gamersguild.co.uk, Tel. 07949 359750

21 December
Rainham (Kent), contact Ben Ward as above

30 December
Mitcham... contact Dennis Hopgood, denhop@talktalk.net

4 January 2009
Brighton... contact Steven Kish, oddish196@hotmail.co.uk

10 January 2009
Portsmouth... contact Steven Kish as above

11 January 2009
Bath... contact Polly Macaky, Polly_mackay@hotmail.co.uk

Yeovil... contact Lorraine Shaw, lshaw@witchengine.co.uk

17 January 2009
Aldershot... contact Mike Hemmingway Brown, mike@the-games-shop-aldershot.co.uk

TBC
Blackpool... contact Steph, manicgiraffe@hotmail.com

Bournemouth... contact Russ Murray, russ@ukcardsandgames.co.uk

Crayford (South London)... contact Ben Ward as above

There's a Stormfront approaching

Another new expansion set coming your way...

Pokémon USA has announced the next set to be released – *Pokémon Diamond & Pearl Stormfront*. It will be the seventh *Diamond & Pearl* set and will be officially released on the 5 November, so it will be one for your Christmas present list.

Cards confirmed in the set are Dusknoir Lv.X, Machamp Lv.X, Drifloon, Drifblim, Magnemite, Magneton, Magnezone, Combee, Vespiquen, PokeDrawer+, PokeHealer+, and PokeBlower+. Regigigas Lv.X and Heatran Lv.X.

There is also a promise of alternate artwork versions of Regigigas Lv.X and Heatran Lv.X in the second set of 2008 Collectors Tins, which are due out around the release date.

The Heatran Lv.X is bound to see play as is the awesome looking Machamp Lv.X and there are even rumours that base set Charizard could well make a return to the Pokémon TCG, too!

There are two new theme decks to accompany the new set – Raging Sea, built around Gyarados, and Dark Rampage based around Tyranitar. The set comprises 100 cards, and there are enough new Pokémon, trainers and effects to keep the most ardent Pokémon TCG fan happy.

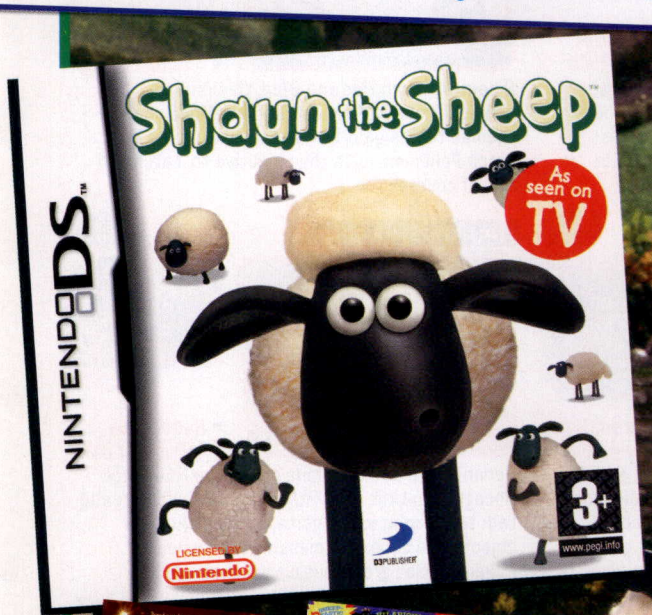
Pre-release events for the set will be happening across the UK on the weekends of 25/26 October and 1/2 November. Check with your local event organiser using some of the contact details to the left to find out more!

DIAMOND & PEARL STORMFRONT

WIN! WIN! WIN!

Shaun the Sheep

WIN! A DS, GAMES, DVDS, BOOKS AND TOYS!



In the shops this month is a wonderful new DS game starring Wallace & Gromit's woolly friend...

Packed with addictive mini-games and based on the hit Aardman TV series of the same name, *Shaun The Sheep* is a must-have game for all fans of the little woolly lad. Explore areas based on the series, unlock show-related items and work with other sheep to manoeuvre around obstacles and access hidden areas – we love it! To win a DS, a *Shaun* game plus lots of other fantastic goodies, answer the question via email or post. Don't forget to include your age and address. Send your entry to pokemonworld@imagine-publishing.co.uk naming your email 'Shaun Compo'.

The creator of Wallace & Gromit and Shaun The Sheep is called...

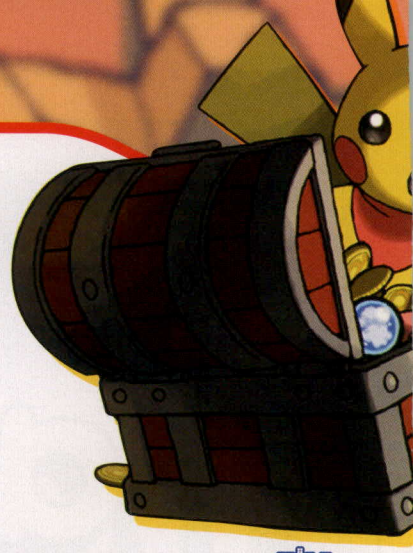
A. Nick Park
B. Nick Fairground
C. Nick Roberts

Entries in by 14 November 2008. Winners are drawn at random!

WWW.SHAUNTHESHEEPGAME.COM

Competition Rules
1. All entries must be received by 14 November 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

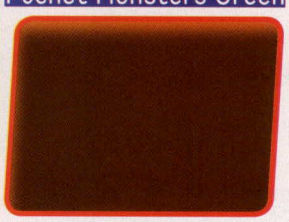
POKÉMON GAME ROUNDUP!



We often get letters and emails from you, dear reader, asking about older Pokémon games. "Should I buy Pokémon Emerald from a car boot sale?", "My friend has a copy of Pokémon Box, is it any good?" – that kind of thing. So here is a roundup of reviews for every Pokémon game, just for you...

Pocket Monsters Green

NOT REVIEWED



- Game Boy
- 27 February 1996

Pocket Monsters Green was released with the *Red* game in Japan. When it came to translating the game into English, Nintendo decided to improve on the game and create *Pokémon Blue* instead, so these Japanese originals are rare!

Stadium

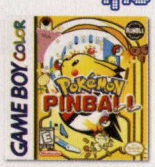
7/10

- Nintendo 64
- 7 April 2000

Japan had two versions of *Stadium*, the first released for the failed Nintendo 64DD format with only 42 Pokémon. An updated game was released in the rest of the world with all 151 Pokémon intact. It's all about battling!

Pinball

7/10

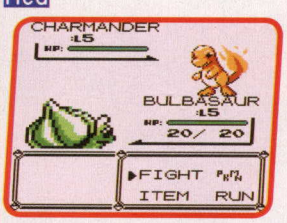


- Game Boy Color
- 6 October 2000

A spin-off from *Red* and *Blue*, this pinball simulator uses a Pokéball and has Pokémon-themed tables galore! As you score points you catch Pokémon, with the objective to 'catch 'em all', of course!

Red

8/10



- Game Boy
- 1 October 1999

Red and *Blue* were the first *Pokémon* games to ever hit the Western world! Set in the world of Kanto, the games follow the character Red on his quest to master Pokémon battling. The anime is based on these games.

Puzzle Challenge

8/10

- Game Boy Color
- 15 June 2000

Based on the puzzle game *Panel De Pon*, *Puzzle Challenge* sees you beating the Johto Pokémon leaders as you frantically move blocks about to line up similar shapes and colours. This game is quite rare as not many people bought it!

Hey You, Pikachu!

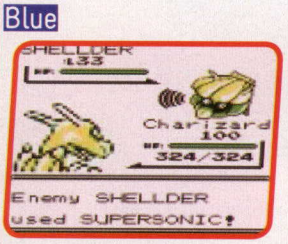
5/10

- Nintendo 64
- 6 November 2000

Coming with a microphone called the N64 Voice Recognition Unit (or VRU), players could actually talk to Pikachu in the game, while picking up objects and generally messing around with Pokémon. Not great, but worth checking out.

Blue

8/10

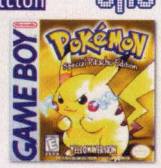


- Game Boy
- 1 October 1999

While both *Blue* and *Red* are independent games, players must trade between the two to fully complete the Pokédexes. Little did Nintendo know that these games would spawn a million dollar brand!

Yellow: Special Pikachu Edition

9/10

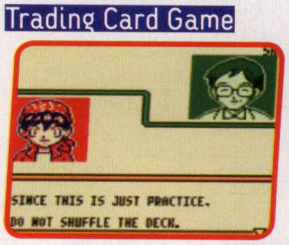


- Game Boy Color
- 7 July 2000

A remake of *Red* and *Blue*, Nintendo updated many features to bring the games in line with the anime, like making Pikachu the starting Pokémon. A special *Yellow*-themed Game Boy was also launched at the same time!

Trading Card Game

8/10

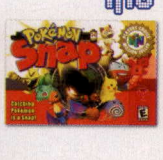


- Game Boy Color
- 8 December 2000

The videogame version of the Pokémon Trading Card Game put a guy called Mark in the lead role, and he had the desire to be the best he could be at the game. There was a sequel, but this was only ever released in Japan.

Snap

7/10

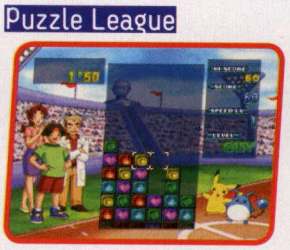


- Nintendo 64
- 15 September 2000

Now available on the Wii Virtual Console, *Snap* was a fun Nintendo 64 release where you could hunt down and snap pictures of 63 out of the original 151 Pokémon. The new Wii version allows players to send pictures taken in the game to friends via the Wii Message Board. Cool!

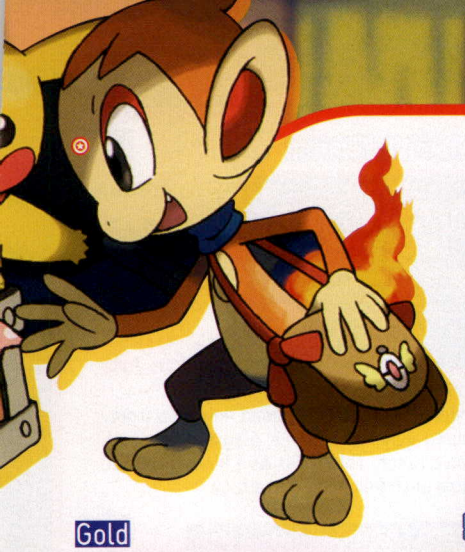
Puzzle League

7/10



- Nintendo 64
- 16 March 2001

Now available on Wii Virtual Console, *Puzzle League* is the home console version of *Puzzle Challenge*. There are lots of blocks for you to swap around and you need to line up shapes and colours.



Ruby

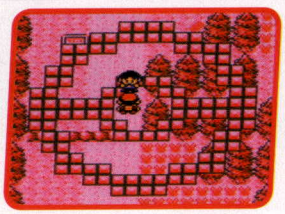
8/10

- Game Boy Advance
- 25 July 2003

The start of the third generation, and now there are 386 Pokémon to catch! With Treecko, Mudkip or Torchic as the starter Pokémon, and the adventure set in Hoenn, it's a familiar story of collecting Gym Leader badges and battling.

Gold

8/10



- Game Boy Color
- 6 April 2001

Starting the second generation of *Pokémon* games, *Gold* and *Silver* took place in a new region, Johto, and were backward compatible with the first-generation Game Boy games. Players meet Professor Elm to choose their starter Pokémon.

Sapphire

8/10

- Game Boy Advance
- 25 July 2003

The rival in the *Ruby* and *Sapphire* games is the opposite gender to the one you choose, and is more friendly than in previous games, giving you help and items on your adventure. Watch out for Team Magma and Team Aqua!

Colosseum

7/10

- GameCube
- 14 May 2004

With backward support for third-generation Game Boy *Pokémon* games, *Colosseum* is a GameCube *Pokémon* RPG with full 3D graphics. All 386 Pokémon of its time are in the game, some of which aren't available on the Game Boy!

Silver

8/10

- Game Boy Color
- 6 April 2001

With Chikorita, Cyndaquil or Totodile as starters, it's not long before players meet Professor Oak who introduces the new Pokédex. The games have 100 new Pokémon to collect, including new rare Shiny Pokémon with better stats.

Pinball: Ruby & Sapphire

7/10

- Game Boy Advance
- 14 November 2003

It's an updated version of the original *Pokémon Pinball* game, and this time it's on GBA. There are two play boards to choose from: Ruby Field and Sapphire Field. Scoring points is the order of the day, along with catching Pokémon.

FireRed

8/10

- Game Boy Advance
- 1 October 2004

Coming with a Game Boy Advance Wireless Adaptor to allow Pokémon to be transferred through the air, *FireRed* and *LeafGreen* are remakes of the original *Red* and *Blue* games with enhanced features and graphics.

Stadium 2

6/10

- Nintendo 64
- 6 October 2001

251 Pokémon this time, with lots of battling, researching, organising and playing options for your monster collection. The game was compatible with all *Pokémon* Game Boy games and Pikachu was a secret character if *Yellow* was connected.

Channel

5/10

- GameCube
- 2 April 2004

Another spin-off title, this time for GameCube. Seen by many as the sequel to *Hey You, Pikachu!*, *Channel* is a virtual pet game that lets you play around with Pikachu and a TV channel where you can see the *Pichu Bros In Party Panic* show!

LeafGreen

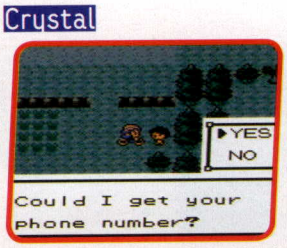
8/10

- Game Boy Advance
- 1 October 2004

Once the main game and a side quest has been completed, both games become compatible with a wide range of other *Pokémon* games for transferring – *Ruby*, *Sapphire*, *Emerald*, *Colosseum*, *XD: Gale Of Darkness* and *Box*!

Crystal

7/10



- Game Boy Color
- 1 November 2001

An updated version of *Gold* and *Silver*, *Crystal* was the first *Pokémon* RPG to allow players to choose their gender at the start. A new sub-plot with Suicune and a man called Eusine was added too. Interesting!

Box: Ruby & Sapphire

8/10

- GameCube
- 14 May 2004

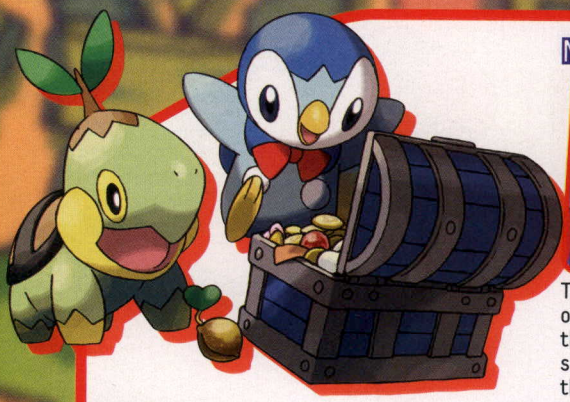
Not so much a game as a storage device for keeping your caught Game Boy Pokémon together on a GameCube memory card. It came bundled with a *Colosseum* Mega Pack and black GameCube, and allows Pokémon from *Ruby*, *Sapphire*, *FireRed*, *LeafGreen* and *Emerald* to be transferred using a special cable.

Dash

5/10

- Nintendo DS
- 11 March 2005

Two firsts here – the first ever *Pokémon* racing game, and the first *Pokémon* game to appear on the Nintendo DS. Players must use the stylus to control the Pokémon and get them to each checkpoint before the competition. It has a special option where by inserting old *Pokémon* games you can make new courses!



Mystery Dungeon: Red Rescue Team — 7/10

- Nintendo DS
- 10 November 2006

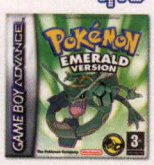
This was the last time *Pokémon* was released on a Game Boy format, and it looks pretty much the same as its DS counterpart. Each game has six exclusive Pokémon, with others unlockable through Wonder Mail missions.

My Pokémon Ranch — 6/10

- WiiWare
- 9 June 2008

Pokémon's first WiiWare game, and a fun sideshow where you can upload Pokémon from any fourth-generation game, play and care for them on a ranch. Think of it as a kind of virtual pet game with Pokémon – again.

Emerald — 7/10



- Game Boy Advance
- 21 October 2005

Emerald is a remake of *Ruby* and *Sapphire* with lots of enhanced features and changes. One of the main changes is the way double battles work. In the early games they were clearly marked, but now they happen more randomly.

Ranger — 8/10

- Nintendo DS
- 13 April 2007

Ranger is set in the Fiore region where you take on the role of a Pokémon Ranger and use a Capture Styler to grab Pokémon. This is done by drawing circles around them on the DS touch screen with the stylus. A unique and fun game.

Mystery Dungeon: Explorers Of Time — 9/10

- Nintendo DS
- 4 July 2008

Two sequels to the *Pokémon Mystery Dungeon* games with enhancements all round. This time, *Diamond* and *Pearl* Pokémon appear, there are improved Wi-Fi features, more touch-screen use and less emphasis on rescuing.

XD: Gale Of Darkness — 6/10

- GameCube
- 18 November 2005

Set in the land of Orre with the star being a chap called Michael. He meets Professor Krane who teaches him all about Shadow Pokémon. This GameCube adventure has trading and battle modes that are compatible with all GBA games.

Diamond — 9/10

- Nintendo DS
- 27 July 2007

Diamond and *Pearl* were the first proper *Pokémon* RPGs for the DS, packed with brand new features as well as enhancing old ones. Set in the region of Sinnoh, there is internet connectivity through the Nintendo Wi-Fi Connection.

Mystery Dungeon: Explorers of Darkness — 9/10

- Nintendo DS
- 4 July 2008

Shaymin and Arceus had not been officially unveiled when the games were made, so only 491 out of the total 493 Pokémon featured in *Explorers Of Darkness*. There's a 21-minute TV special to accompany them.

Link! — 7/10

- Nintendo DS
- 28 April 2006

Called *Pokémon Trozei!* everywhere but Europe, this DS puzzle game is all about connecting groups of four Pokémon icons together to score points. It introduces Lucy Fleetfoot and the enemy is the Phobos Battalion.

Pearl — 9/10

- Nintendo DS
- 27 July 2007

107 new Pokémon are crammed into the two games, and there are lots of features that make use of the DS capabilities. Day-to-night cycles, touch-screen mini-games, blowing on the microphone to clear dust – all very cool!

Ranger: Shadows of Almia — 9/10

- Nintendo DS
- 20 March 2008

A sequel to *Ranger* is being worked on right now for European release, having been launched in Japan in March and the US in November. 270 Pokémon have been confirmed, many of which are from *Diamond* and *Pearl*.

Mystery Dungeon: Blue Rescue Team — 6/10

- Nintendo DS
- 10 November 2006

Nintendo loves to bring out duets of *Pokémon* games, and this first *Mystery Dungeon* release was coupled with the last ever Game Box *Pokémon* game. It's a fun adventure where you get to become a Pokémon and rescue others from danger.

Battle Revolution — 7/10

- Wii
- 7 December 2007

A *Pokémon* game for the next generation of home consoles, *Battle Revolution* has the great feature of allowing you to upload your caught Pokémon from *Diamond* and *Pearl* and battle them in glorious 3D. There's not much more to it than that, though, making us look forward to the first proper Wii *Pokémon* RPG all the more!

Battrio — NOT REVIEWED

- Arcade
- Japan only

And yes, Pokémon has also made an appearance in the arcades, albeit only in Japan. *Pokémon Battrio* looks like lots of fun and has players battling it out using special pucks to control their teams of monsters. It's aimed at 6-12 year olds with lots of collectable items and bonuses to keep players coming back for one more go!

POKÉ PUZZLES

Pokémon Platinum Crossword!

So have you been paying attention to our great Pokémon Platinum coverage over the last few issues? Here's a crossword to test your knowledge. 18 clues to find, all based around the new Pokémon role-playing game...

Across

1. A popular yellow Electric-type Pokémon. (7)
4. If you are transferring a Pokémon, it will appear here. (3, 4)
5. The word used to describe when lots of Pokémon go around together. (5)
8. A place to take your Pokémon if they need to heal. (7, 6)
14. Four super Pokémon Trainers that must be beaten. (3, 5, 4)
15. A new 3D section is included in the game called this. (3, 4, 5)
16. The full and complete list of monsters in the game. (8, 7)
17. This Pokémon has a new Sky Forme in this game. (7)
18. A special item that allows you receive things from Nintendo events. (7, 4)

Down

1. The name of the follow up to *Pokémon Diamond* and *Pearl*. (8)
2. Appreviated to GTS, this is where you can swap Pokémon online. (6, 7, 6)
3. Not a Disney dog but the Team Galactic professor. (5)
5. Team Galactic capture Dialga and Palkia here. (5, 6)
6. The name (probably Japanese only) of the International Police Officer. (8)
7. An area with five different facilities to fight in it. (6, 8)
9. The first gym you encounter in the game. (8, 3)
10. A Pokémon that has five new forms in *Platinum*. (5)
11. A boggy area in Pastoria lined with wild grass with exclusive Pokémon. (3, 5, 5)
12. The cover star of *Pokémon Platinum*. (8)
13. The game company that makes the *Pokémon* series. (8)

GREAT POKÉMON MOMENT

10 GREAT POKÉMON MOMENT

Ash and Dawn Start a Diamond & Pearl Adventure

With May having departed from the gang at the end of the Advanced Generation, the Diamond & Pearl episodes start off with Ash all alone, but not for long...

May decided that she would like to travel to Johto and Max went back to Hoenn, but it's not long before Ash meets a ten-year-old girl who lives in the region of Sinnoh (this is *Diamond* and *Pearl* country, as you will know if you've played the Nintendo DS games)!

Dawn aspires to become a Pokémon Trainer, so she sets off to the Pokémon Laboratory located in Sandgem Town on her bike, hoping to get her starter Pokémon! Unfortunately, the road system confuses Dawn, but she battles on and eventually arrives at Professor Rowan's lab. She is rewarded with her first Pokémon from a choice of Turtwig, Chimchar or Piplup, and she chooses Piplup.

Ash, on the other hand, arrives in Sinnoh on a ship, and it's not long before he has to battle Team Rocket once again as they attack from the air in their special balloon! But during the battle, Ash loses Pikachu in the forest. Fortunately, as Dawn makes her way to Jubilife City, Pikachu appears in front of her.

Meanwhile, we see that Ash has met up with Brock again as he searches for his Poképal. It's not long before Ash is reunited with his yellow Pokémon, and our hero and Dawn become firm friends, deciding to travel to Jubilife City together. ⊙

Keep a look out in the shops on 13 November for the new issue of your favourite Pokémon magazine!

POKÉMON WORLD

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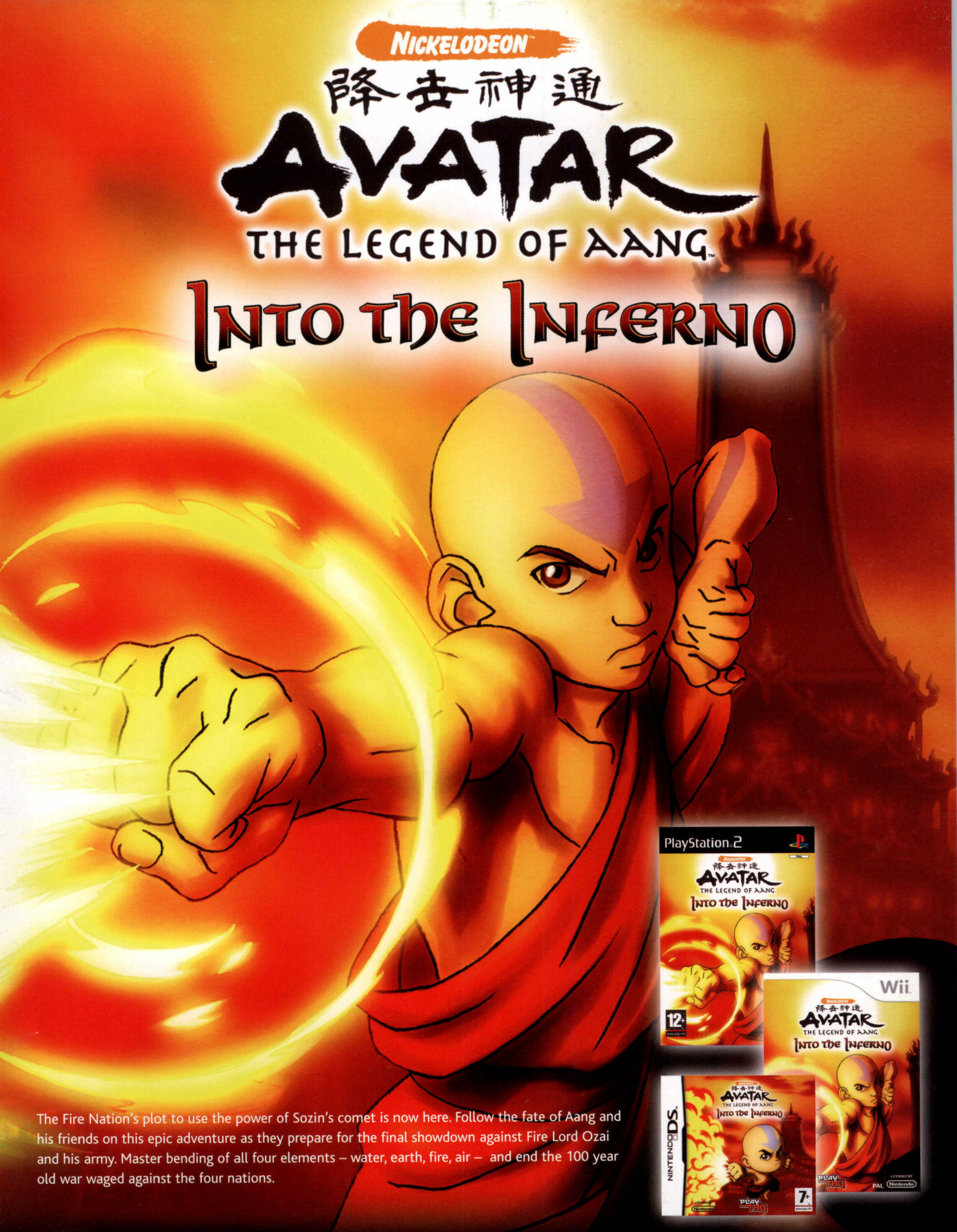
降妖神通 AVATAR

THE LEGEND OF AANG

INTO THE INFERNO



The Fire Nation's plot to use the power of Sozin's comet is now here. Follow the fate of Aang and his friends on this epic adventure as they prepare for the final showdown against Fire Lord Ozai and his army. Master bending of all four elements – water, earth, fire, air – and end the 100 year old war waged against the four nations.

12+ www.pegi.info

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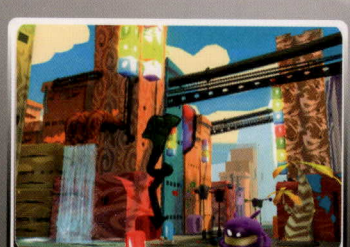
LAUNCH A COLOUR REVOLUTION

Paint the city and smash your way past Inky enemies to free your friends.

Dodge ink cannons, flatten I.N.K.T. tanks and outsmart Inky soldiers.



Compete as ink levels rise and wind cannons fire in eight multiplayer modes.

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